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SUPER PLAY

ISSUE 16

FEBRUARY 1994

OVER 420 GAMES INSIDE!

R-TYPE III

Absolutely the last word in shoot-'em-ups?

REVIEWED!

- BRETT HULL HOCKEY
- PALADIN'S QUEST
- YOUNG MERLIN
- ACTRAISER 2
- MADDEN '94
- TERMINATOR 2: ARCADE
- ZOOL

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ZOM

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of manic mayhem with monsters, mummies werewolves all trying to kill the neighbours! These scary psycho's must be terminated and **it looks like it's up to you.**

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You really, really have to buy this." NMS, October 1993

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MARVIN THE MARTIAN

DAFFY DUCK

H9

INSTANT MARTIAN

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INDEPENDENT SUPER NINTENDO MAGAZINE

Super Play

February 1994 Issue 16

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Future PUBLISHING

SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

Our full contents listing starts just over the page

5

HEAVENS ABOVE!

We all want to know what's going on in America, don't we? Let's face it, the US isn't a country that stands still for long and it's about time we found out what the next batch of big releases coming from across the Pond are. So who better to ask than our resident Yankophile, Neil West? Read his report on page 30.

And what about *Super R-Type 3*? It's a brave shoot-'em-up in a world where shoot-'em-ups are less and less common. But there's no denying that Irem have done a good job, which is why we've put it on the cover. Well, that and the fact that it would make a superb image.

Anyway, speaking of covers, there's some great news; Wil Overton, our much-celebrated cover artist has now joined the team as a designer. So expect to see his incredible anime style popping up more often.

Also in this issue we welcome the return of Lewis Logaridis, the man with the screwdriver. His mission is to show you exactly how to wire up your Super Nintendo to a hi-fi and achieve the top 3D surround-sound experience.

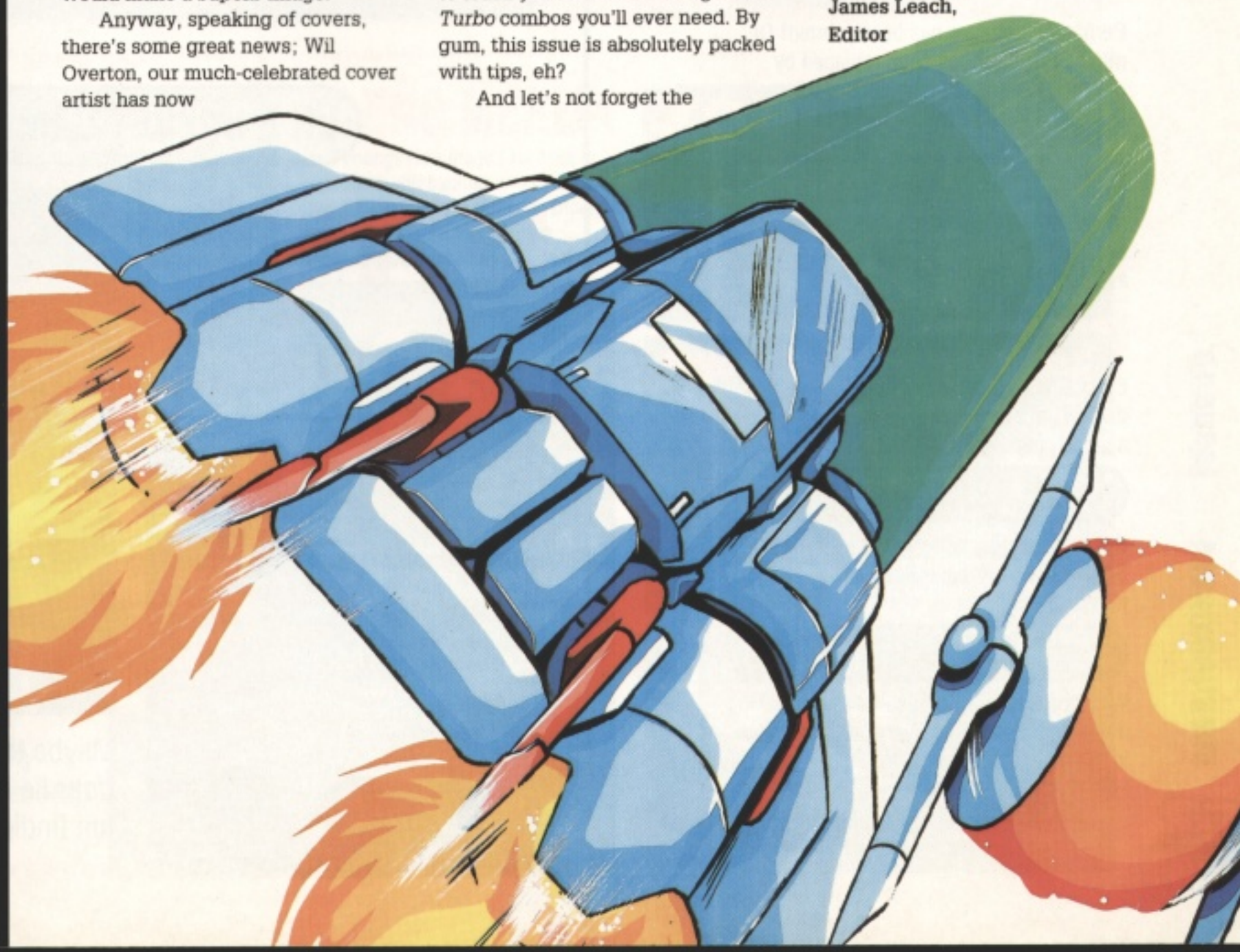
And there's more; in-depth Super Player's Guides to *Solstice II: Equinox*, *Zombies Ate My Neighbors* and *Super The Empire Strikes Back* should see you getting through these games in fine fashion. Plus, of course, we continue on our courageous quest to teach you all the *Street Fighter II Turbo* combos you'll ever need. By gum, this issue is absolutely packed with tips, eh?

And let's not forget the reviews. I've mentioned *Super R-Type 3*, but watch out for *Actraiser 2*, *Young Merlin*, *Zool* and many, many others – all given the inimitable *Super Play* treatment.

Yep, things are going great guns on the magazine *you* help to write. Well, actually we write it but you, er, send in letters. So you do help to write it after all. Congratulations.

James Leach

James Leach,
Editor



INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

CONT

REGULARS

SUPER EXPRESS 8
We've been sniffing around all month, and we've ended up with all the news that matters. In fact, we've sniffed so much we've used up a whole box of Kleenex.

GAMEFREAK 70
The undisputed Lord of Gaming sweeps aside his cloak and strides to the tower of SNES knowledge. And slowly he speaks...

MODE 7 72
More tips than there are traffic cones on the M4. And probably the little M32 extension that goes into Bristol too.

SUPERSTORE 79
'He who dies with the most things wins'. This maxim may be a trifle unsound, but why take the risk? Order some great stuff from Superstore today.

HOTLINE 83
The wacky Nintendo boys boast about the size of their bulging gaming prowess. And this month they're playing 'in the Park'!

PLAY BACK 84
Perhaps *your* letter has been printed! Or maybe Playback has been replaced by pictures proving the existence of aliens. Quickly turn to 84 to find out!

BACK ISSUES 87
It's true! You can order back issues and everything! Remember, back issues aren't available on any other page!

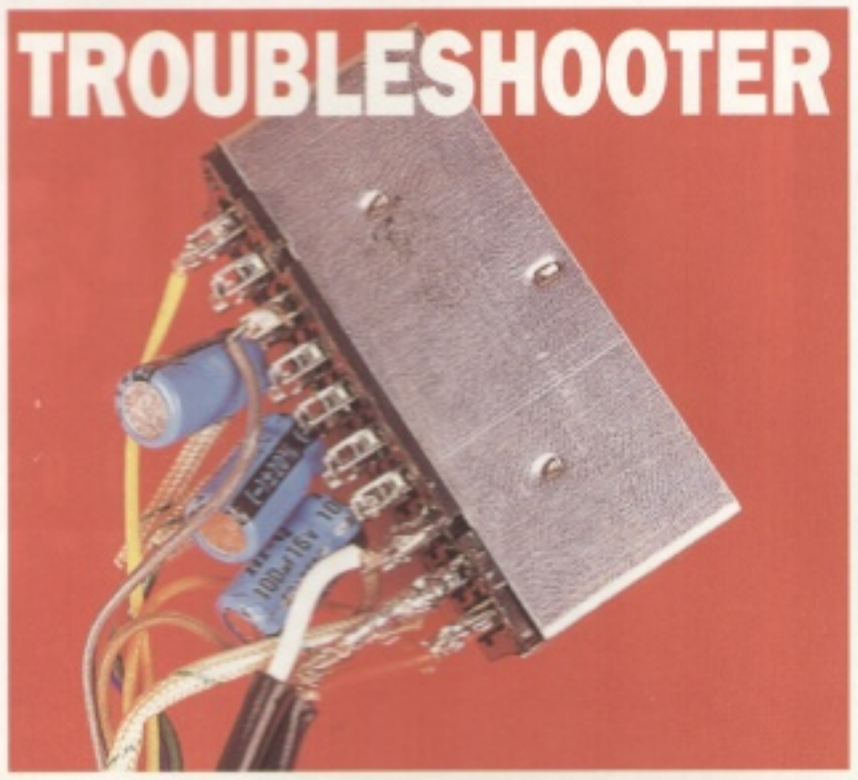
WHAT CART? 88
Every SNES game is here (well, nearly), displayed in near-naked glory. Go on, have a quick peep. We won't tell.

SUPERMARKET 94
Buying, selling, chattering. It's all here. Sort of like Portobello Road really, except in two dimensions.

NEXT MONTH 98
Why not start your perusal of this fine magazine from here? Everybody we watch in the newsagent seems to.

ABC: 50,504*
*Super Play's circulation – measured by the Audit Bureau of Circulation.

TROUBLESHOOTER 28



If you've ever fancied getting top hi-fi sounds from your SNES, you'll be delighted to find this feature nestling comfortably in the pages of *Super Play*. We tell you everything about stereo Super Nintendo sound. It's fascinating reading, for sure.

SUPER PLAYER'S GUIDE

ZOMBIES ATE MY NEIGHBORS

If you want revenge, whip open this very mag at page 58 and practise your gloating smile. We tell you exactly how to beat that tricky game into submission. We've drawn some maps for you too.

.....58

SUPER EMPIRE STRIKES BACK

Don't let the dark side of the Force take you over. Smack it in with Dan Jevons' help. Yes, after reading his authoritative guide you'll soon be rabbit-punching Lord Vader until he blubs.

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UK & IMPORT GAME REVIEWS

R-TYPE III
THE THIRD LIGHTNING

Maybe the key to good shoot-'em-ups *does* lie in space. It'll certainly be lots of fun finding out, anyway.

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T2 THE ARCADE GAME.....49
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IT'S RIK MAYALL...24

Hasn't he become a familiar, comforting, household name on our tellies? We meet the folk responsible for getting him to flog Nintendo gear on the box. And they tell us everything about how and why it was done. But could we get them to tell us how much it all cost? Find out on page 24!

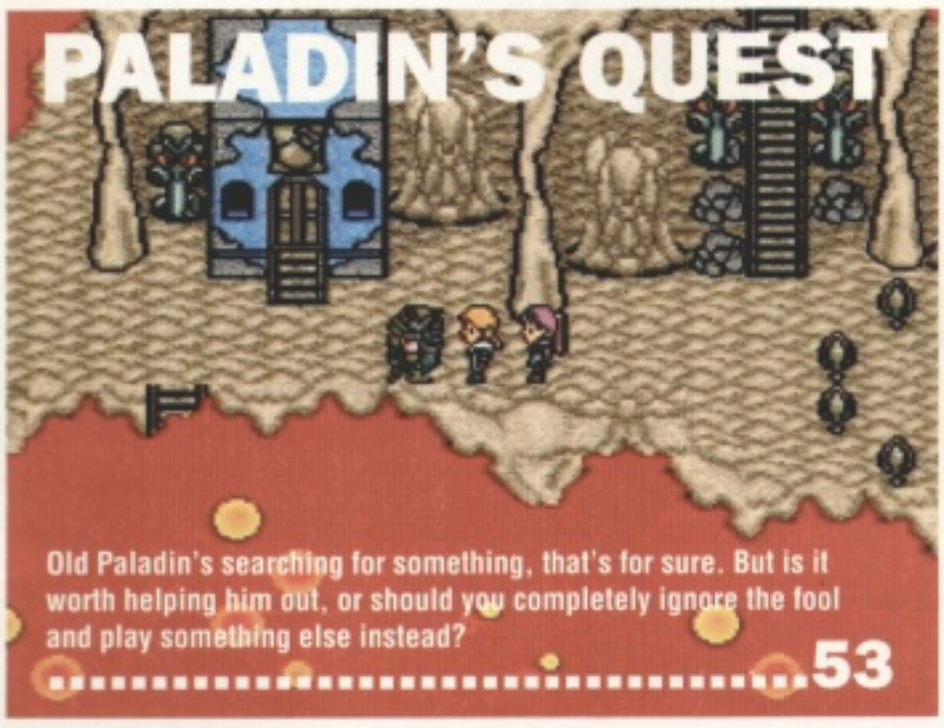
PLUS!

LIFE-SIZE STREET FIGHTER II CHARACTERS.....9

Simply buy a projector, plug in your Super NES and play all your games using a blank wall as a screen. It makes the biggest games much bigger, but is it worth the money?

WHAT'S GOING ON IN THE US?.....30

We ask a man who actually lives there. And, surprisingly, he responds with a comprehensive guide to the state of the States, software-wise.



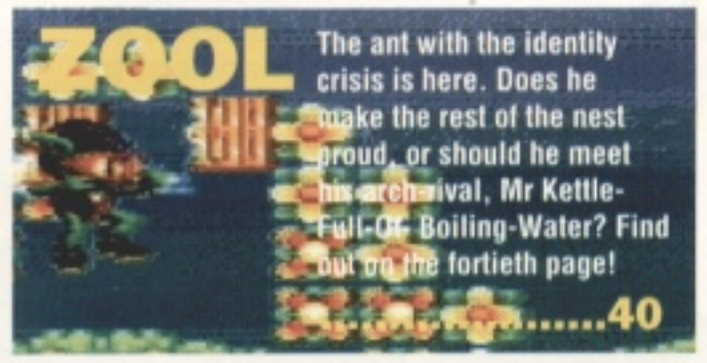
Old Paladin's searching for something, that's for sure. But is it worth helping him out, or should you completely ignore the fool and play something else instead?

.....53

YOUNG MERLIN

He's young! He's magic! He lives in a land filled with baddies and puzzles. Should you join him there, or should you go to Weston-super-Mare instead? Pirouette to 44 to find out!

.....44



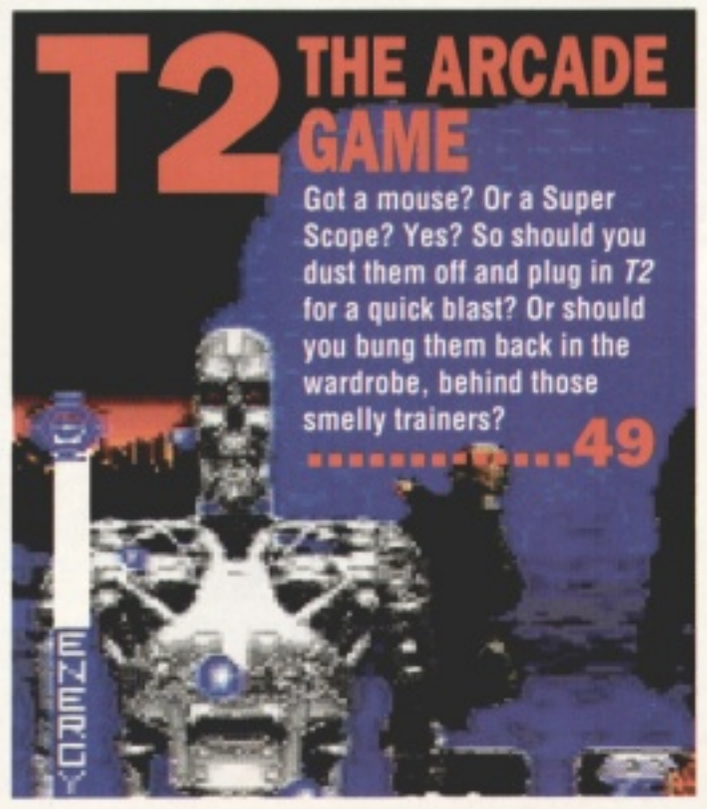
The ant with the identity crisis is here. Does he make the rest of the nest proud, or should he meet his arch-rival, Mr Kettle-Full-Of-Boiling-Water? Find out on the fortieth page!

.....40

Actraiser 2

This game sure looks nice, but does it play as smoothly as silky butter melting onto a velvety smooth silky thing? Or does it play like something else altogether?

.....36



Got a mouse? Or a Super Scope? Yes? So should you dust them off and plug in *T2* for a quick blast? Or should you bung them back in the wardrobe, behind those smelly trainers?

.....49

This month in Super Express: previews of *Lethal Enforcers* and *Mario's Time Machine*; the Sony Party-Vision projector; Virgin's footy initiative and more!

SUPER

Left: Oi! You shifty guys! Put down your weapons, or I'll be forced to fire the big pink *Lethal Enforcers* gun at you. And if you get shot by that, it really stings.

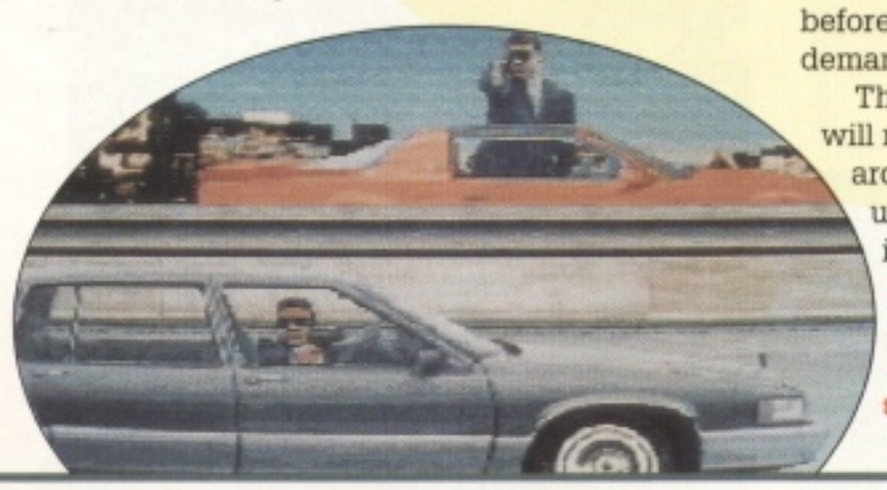
Nice car, mister. Stop dealing drugs or it might meet with a little 'accident'. And scratches can be very expensive.

LETHAL ENFORCERS ON THE WAY

Konami's Mega CD hit, *Lethal Enforcers* will be available soon on the SNES. Insiders believed that there was a question mark over the game appearing on Nintendo owing to its violent nature. But we're happy to report that Konami are nearing completion of the project, and are scheduling it for a March release.

You take the role of a cop, fresh out of cop college or somewhere. And you're thrown in at the deep end, onto the mean streets. There are six levels of felon-blasting, and, like the extremely popular arcade version, you don't even get the chance to draw breath before you're faced with more and more demanding scenarios.

The game will be out on a 16 meg cart, and will remain as faithful as possible to the arcade, with sections in which you square up to ninjas, take out a fast-moving vehicle in a car chase and blast gun-runners as they unload their evil haul from an airliner.



Nice car, mister. Oh, we've done that one. Still, just watch it sonny. That's all.

Lethal Enforcers will cost £74.99, but this price includes a heavy-duty replica pistol which, much like the Super Scope, 'fires' at the screen. You calibrate it at the beginning of the game like the Super Scope, too. Once it's set up, you're away, firing at the baddies and reloading by squeezing off a shot at the chambers shown at the bottom of the screen.

You can pick up collectibles along the way, like automatic fire, shotgun blasts, high-power bullets and large magazine clips with more round than the six your revolver starts with.

We'll be reviewing Konami's *Lethal Enforcers* next month, with luck.

I SHOT THE SHERIFF*

As you play *Lethal Enforcers*, you get promoted from lowly patrolman up to commander. This means avoiding the innocent civilians and other cops in the gun-battles. Easier said than done, because as you combat the bad guys in, say, the office building level, you're plagued by fleeing workers who rush across the firing line.

So your reactions will have to be very sharp, but you'll need to hold fire for a split second while you evaluate each target. Very tricky and great fun.

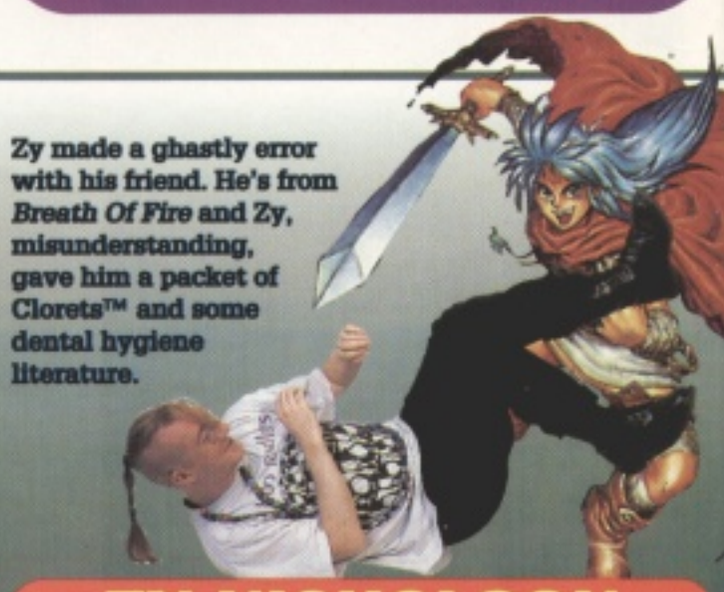
(* But I didn't shoot the deputy.)

SUPER PLAY PROFILES

ME AND MY BEST MATE... This month we're being photographed with the Super Nintendo game characters that we most wanted to meet...

James chose a rather nice weasel from *Dragon Ouest*. It was fine until he got it home. Then the atmosphere turned sour. Anyone for weasel stew?

JAMES LEACH



Zy made a ghastly error with his friend. He's from *Breath Of Fire* and Zy, misunderstanding, gave him a packet of Clorets™ and some dental hygiene literature.

ZY NICHOLSON

R EXPRESS

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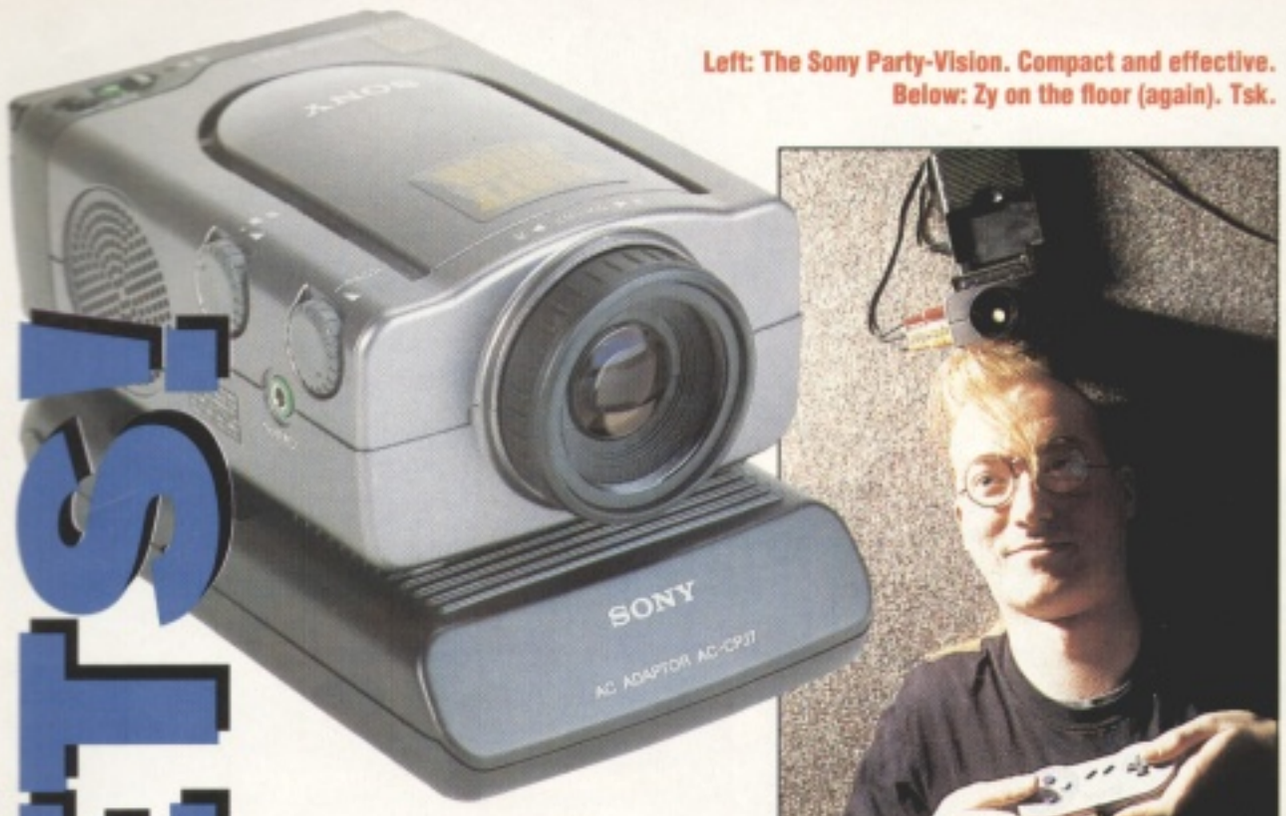
GADGETS!



Left: The Sony Party-Vision. Compact and effective.
Below: Zy on the floor (again). Tsk.

For most players, the ideal games station of the future would probably incorporate some type of wall-mounted view-screen that placed them in the heat of the action. Imagine how much easier it would be to immerse yourself in a 3D shoot-'em-up with Cortina-sized TIE fighters screaming towards your sofa.

The Sony Party-Vision is an LCD projector which produces an RGB colour image up to a practical magnitude of 50 inches. Unlike previous video projectors, which were very large and heavy indeed, the Party-Vision fits all of its mind-boggling cleverness into a compact casing smaller than a shoebox (moulded in matt black with green LEDs, naturally).

The projector accepts an NTSC Composite Video signal, and is designed for use with a Japanese video cassette recorder or camera. This makes it compatible with the standard output from a US SNES or Super Famicom, and it can be connected directly to the SCART socket using the Nintendo AV cable. What could we do but rush into a dimly-lit room and try it out?

The internal projection bulb isn't very strong, so the unit has to be used in a completely dark room where it can project a respectably large image onto any wall or screen. The speakers produce a better quality sound than most portable TVs, working very well with the more ambient tones and stereo effects – though you could put the sound through your own hi-fi and use the Composite Video lead for a projector picture only (see our Stereo Sound Special on page 28).

We're still not sure how it works, but we had fun 'benchtesting' this novelty bit of kit. At just over £500 for an admittedly grainy picture quality, we really can't recommend the Party-Vision as an essential buy. It's certainly worth keeping an eye on this technology as it develops, however. Larger models of projector, capable of 100 inch images, could also be yours – for a mere £1,450...

You can get hold of more details from Project K on (0850) 911682, or fax them on (081) 508-3845.

PROJECT K

With the release of a new *Dragon Ball Z* game in Japan last December, the popularity of the long-running anime series shows no sign of diminishing. That can only mean... more merchandise! The manga devotee can now own some of the items in this esoteric, yet fascinating, range by availing themselves of the services of the highly industrious Project K, who are importing the goods via Hong Kong. Plastic super-deformed miniatures, key rings and even CDs of the '80s-pop-ish soundtrack can be had by phoning them on (0850) 911682.

It's not all *Dragon Ball Z*, either – you'll note *Ranma* vids and *City Hunter* CDs in there as well, and we're looking forward to some *Mega Man* paraphernalia. If you can buy it in Hong Kong, you can probably buy it from Project K.

Dragon Ball Z – it's not just a bunch of super-powered alien characters launching fireballs.

Sue made a beeline for her favourite hunky Gaul, Asterix. But the man who faced the entire Roman army without fear was like putty in the hands of our single-

SUE GRANT

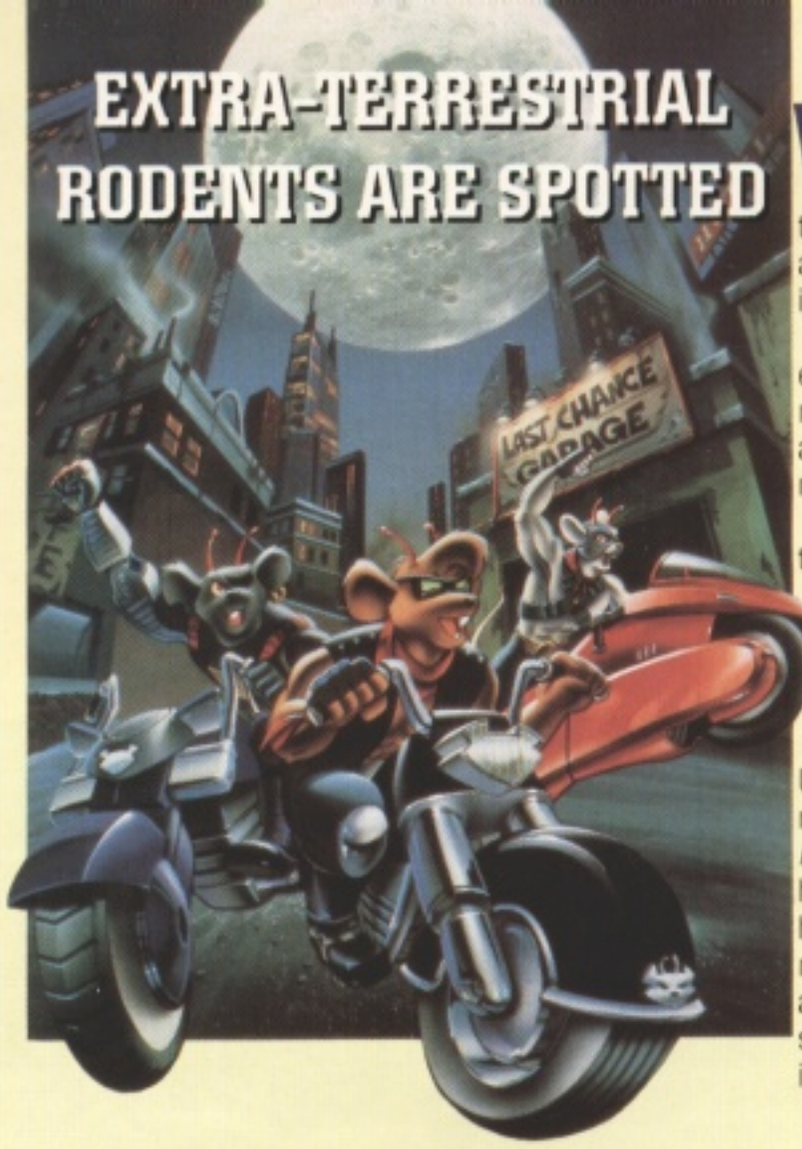
Lisa always knew who her new friend would be. And when his magic carpet arrived, she leapt on without delay. They were last heard of somewhere over Hull...

LISA NICHOLLS

Wil wanted to join Mega Man on his crazy adventures. But the hapless arty one didn't count on being stuffed into the special Mega-backpack. Still, at least he could scoff Mega Man's sarnies.

WIL OVERTON

EXTRA-TERRESTRIAL RODENTS ARE SPOTTED



Well, not so much spotted as scarred by acne, really. We are talking about the *Biker Mice From Mars*. As you read this, the Biker Mice should be on the telly, appearing during *The Big Breakfast* on Channel 4 in the mornings.

And there's a SNES game being worked on even as we speak. The naughty, rebellious mice ride around on motorcycles, er, helping out folk and fighting evil. So, in fact, they're neither naughty nor rebellious. But they *are* from Mars.

We'll do a proper preview of the game when there's more to see in a month or two. Until then, console yourself with the fact that, although it's yet another TV series from America, and it might just be as incomprehensible to us as *Beavis And Butt-Head* or *Ren And Stimpy*, one US TV station recorded that *Biker Mice From Mars* had the highest rating of any new show in its history.

OH, WHAT? IT'S... THE SUPER QUIZ!

A chilling darkness covers the land. Beyond the castle walls an icy mist flows silently over the lake. And out of the dark and gloomy night, from the frozen hills, a rider comes, thundering on his warhorse towards the sleeping castle. Hooves drum on frosty turf. He draws up at the keep. A voice, clear and startling in the darkness calls out: 'Quake, mortals, for I am the Quizmaster'.

EASY

1) What's the similarity between the British girl in *Super Street Fighter* and the reviewer of *NBA Showdown* (page 46)?
2) What's Matt Bielby doing *this* month?
3) How many ads has Rik Mayall done for Nintendo?

MEDIUM

1) How many types of ship can you be in *R-Type III*?
2) What is *Major Title* known as in Japan?
3) Are Utah Saints totally great?

HARD

1) What doesn't the *Macross* video game have in common with the anime version?
2) What exactly does Crying Freeman have tattooed on his body?
3) What does his missus have tattooed on her bod?

The questions ring out loudly across the battlements and over the lake. And deep inside the castle, in the King's bedchamber, the old man himself stirs and wakes, as if by some strange dream. As his mind returns to him, he remembers fragments of the SNES-related questions. Creaking with age and cold, he shuffles to the leaded window. 'Go away. I'm trying to sleep! And anyway, you'll find the answers on page 98.'

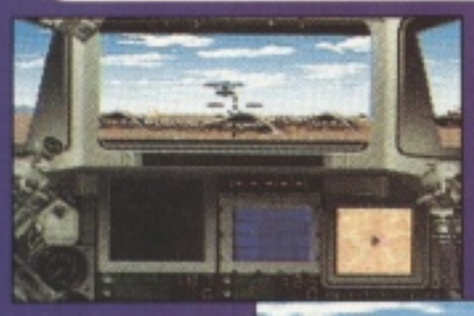
HERE BE DRAGONS

If you're debating whether to go for a Multitap, and are put off by the cost of the thing, plus more dosh for the extra joypads you'll need, there is an answer.

The Dragon Speed Pad is slightly larger than a normal Nintendo pad, but doesn't really feel any different. Except that it's got a normal turbo autofire/slow motion switch and a cute little LED to show when these are working.

And a Dragon pad can be yours for only £9.99. Call Dragon International on (081) 838 1280.

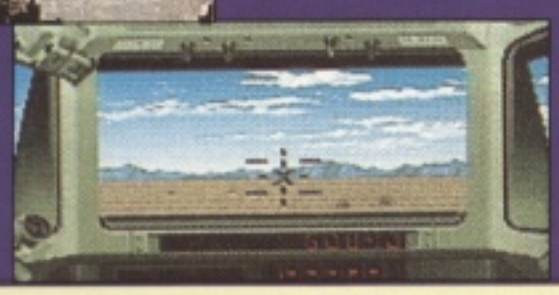
SUPER BATTLETANK II



Would you feel safe in a tank during wartime? Or would you feel like a vulnerable target? It's a real dilemma. So let's ask some famous folk what they think.

Madonna: 'We are living in a material world, and I am in a tank.'

Danny Baker: 'Tanks are definitely safer, as long as you can get out and play football on the battlefield on Christmas Day and everything.'



Meatloaf: 'I would do anything for love, but I wouldn't get in a tank.'

Absolute

It had to happen. Once you start rolling in a tank game, nothing will stop you. *Super Battletank* was a game you either loved or, er, didn't love so much. But *SBII* looks like it's going to offer a lot more.

Everything in *Super Battletank II* is bigger, faster and more dangerous than the original. As well as 120mm shells, you've got laser-guided missiles, mines and two sorts of machine gun. You'll need them all as you try to destroy SCUDs, helicopters, halftracks and of course other tanks. It's fast, furious mayhem, and if the real Gulf War was anything to go by, you'll not get a scratch during any of it.

Other new features include chemical dumps to destroy, enemy strongholds, allied supply depots and 16 missions. And the game is now a lot smoother, with much more realistic weapon and tank-driving sounds. The thing with these 60 tonne killing machines is that the more real they sound in the game, the greater sense of claustrophobic atmosphere you get. So hooray for that then. Expect a rumbling-across-the-desert-type review next month.

Keith Harris: 'I'd feel safe in a tank, but there'd have to be room for Orville.' 'Mumble mumble.' 'What's that, Orville?'

Bob Monkhouse: 'Tick tock tick tock tick tock tick tock tick tock tick tock tick tock tick tock BOOM!'

Sorry. We won't ask them again.

May the force be with you

12 megabytes of lightning fast action, stunning mode 7 graphics, 3 different player perspectives, 14 enormous levels, digitised speech and sound effects, near impossible challenges to your speed, skill and control - new Super Empire Strikes Back is even more spectacular than the award winning Super Star Wars. Don't even think of missing it.

Available January 1994.

"It's destined to become a classic. It's got the lot. Superb graphics and sound, excellent gameplay, varied action and loads of levels."

94% C+VG
November '93

"The most eagerly awaited film license for ages."

Tim Boone, Editor
NMS

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BANDAI

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Hedge End, Southampton. S03 4TX

SUPER NINTENDO ENTERTAINMENT SYSTEM

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JVC MUSICAL INDUSTRIES INC.

Back by popular demand, we take a further look at the wacky TV shows and adverts which have transformed the Japanese into a nation of *Mario* maniacs...

LIVE FROM HELL CITY

By Rik Haynes & Studio Hell City, Japan

SUPER MARIO CLUB

Officially endorsed by Nintendo and sponsored by the likes of Konami and Bandai, *Super Mario Club* is a cross between *GamesMaster*, *Blockbusters* and *The Word*. Once the sponsors have had a chance to flog their latest wares in a rapid succession of adverts, we get to meet the gameshow host and his female assistant. Like many popular light entertainment programmes on Japanese TV, he's in his 30s with a line in stupid jokes and she's a pretty teenager, frequently shouts out 'yes' or 'yeah' and does little else during the entire show.

But enough of these Terry Christian and Dani Behr impersonators, today's proceedings kick off with a hectic competition on the Super Scope. Contestants are little kids from junior high school, cute but unlikely to make fools of themselves. In fact, these kids don't say very much and, unless they're actually playing a video game, look totally bored. The celebrity guest spot is filled by another pretty teenage girl promoting her new record. Worshipped and adored by millions of fans, these idols are pop stars and models rolled into one.

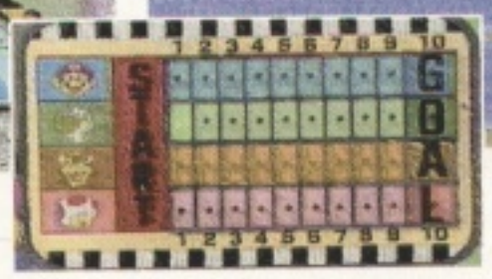
A quick glance at the Top 10 chart confirms the raunchy CC Girls (the guest idol's all-girl singing and dancing group) are still ahead of the pack. She appears rather apprehensive as she's lead to the console and asked to play a game of *Mario Kart*. She proceeds to drown Bowser three times and scores a pathetic 02:24:83 in the time trial. Her ranking is 16, so I don't think she's going to be asked back for the quarter-finals. It's not all bad news, however. This humiliation is shrugged off with a grin and a quick plug for that new record.

Now it's over to the quiz section. Four nervous teams, each with two young boys, are representing Mario, Yoshi, King Koopa and Toad in a race to collect 10 hearts or something. All the questions, naturally enough, are about Nintendo products. There's even a 'name that tune' round. Eventually, the excited winners get to take home a golden Mario trophy, a Super Famicom and a handful of carts.

We want Dexter! We want Dexter!

All in the cause of duty. The pop star of the moment tries her hand at *Super Mario Kart*.

Above: They're off! It gets *really* bizarre now.



Left: A slightly incomprehensible scoreboard.

YOSHI'S COOKIE

The advert for *Yoshi's Cookie* features the little green dinosaur and his famous chums launching into a dance routine while a singer, who sounds like he's in enormous pain, belts out a catchy jingle. The cheeky Yoshi steals a freshly baked cookie from the kitchen table and makes a hasty exit. The *Yoshi's Cookie* software is a firm favourite of the crowd on *Super Mario Club*.

The ritual dance of the pagan cookie god.

SUPER MARIO COLLECTION

A complete opposite to Rik Mayall's hectic advert for *Mario All Stars* in the UK, this is a pretty sombre effort. It's opening night for the compilation cart and everybody is invited to a glamourous gala performance at the local theatre. Princess Daisy is first out of the limousine and shows the photographers a bit of leg. Bowser is wearing shades and looks the part of a moody actor. But Mario and Luigi are the stars of the show, of course...

Now we know why Mario always wants to rescue the princess.

Below: Adolf and Herman acknowledged the excited Nuremberg crowd and knew that the night was ripe for a bit of book burning.

Hiroshi Yamamuchi say: 'Buy this game for the glory of Nintendo'.

Nasty old Wario, he'll get his comeuppance.

Yes, Mario has a bucket on his head. Don't worry about it.

With the timely arrival of Wanda, Mario escapes certain doom and Luigi arrives to say hi.

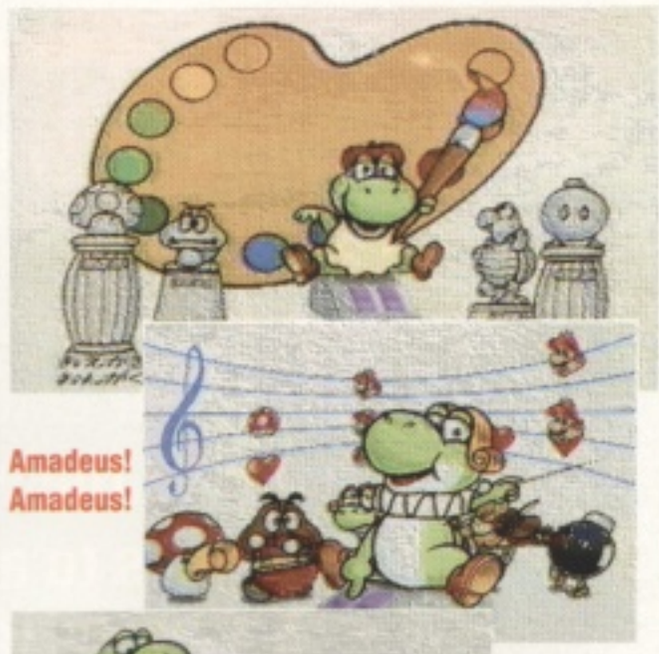
MARIO & WARIO

There's no mucking around on this ad, it's straight into the action as we see a clockwork Mario toy trundle along a chequered path of Lego™ bricks. Nasty Wario sweeps by in his biplane and drops a bucket on our hero's head. A kindly wood fairy comes to Mario's rescue by magically filling any gaps in the route ahead with the wave of a wand.

Cut to a few shots of the game itself, an almost subliminal flash of the mouse controller, followed by a happy ending with Mario, Luigi and their new chum enjoying a firework display. A jolly rhyme sung by an old bloke and some children helps to move the story along. The most striking aspect of this commercial for *Mario & Wario* is the airbrushed background – very nice. And there's just time in the final seconds to mention the original *Mario Paint* once again.

MARIO PAINT

Like many other companies in Japan, Nintendo likes to have fun with its marketing campaigns. The *Mario Paint* ad is no exception. Yoshi is transformed into a painter and composer and rides around on the mouse controller. There's no mention of connecting a VCR to the machine and saving your pictures to video however, just a clever reworking of the music from *Mario Paint*. The kiddie winks lap it up every time.



Amadeus! Amadeus!

Yoshi and chibi Yoshi practise dangerous driving.

Hey! don't I get to be in the final shot!

Yo Mario! He's a hip hop dude and no mistake.

FANTASY QUEST

by Rik Haynes & Studio Hell City, Japan.

Truly phenomenal news for RPG fans this month as ASCII, Enix, Nintendo, Square Soft and Teichiku unveil their latest creations to a very hungry and appreciative audience...

***Alcahest* continues the trend for more action-orientated RPG's.**

Square Soft use Run Ishida – a popular Japanese illustrator – to bring a game's characters to life.

ALCAHEST

HAL/Square Soft • 8 Mbit • Out now

While the *Final Fantasy* and *Dragon Quest* series have sold in their millions, *Zelda* is the only one of the trio to have successfully cracked the growing markets outside Japan. That's why both Square Soft and Enix have turned their attention to the Action RPG, too. Enix's *Brain Lord*, due out in January, was featured back in issue 14. With intricate plot development promptly taking a backseat to pure hack 'n' slash action, *Alcahest* is a fine-looking romp worthy of any arcade game from the likes of Capcom or Konami. Against a *Final Fantasy* backdrop, Run Ishida has provided the main illustrations to this exciting collaborative project between Square Soft and HAL Laboratory.

DRAGON QUEST I•II

Enix • 12 Mbit + BB • Out now

As we mentioned in Issue 12, Enix is finally giving Super Famicom owners the chance to relive the early days of *Dragon Quest* before the sixth instalment arrives on the scene sometime next year. A classic couple for the price of one might sound tempting, but Brits would have to be pretty foolhardy to plough through the large amount of Japanese text. They'll be forced into completely ignoring conversations with other characters and playing a constant guessing game of what they have to do next – not much fun, given that the dungeons in *DQII* boast some brain-meltingly tough puzzles and overwhelming onslaughts of monsters. The good news is that Enix will knock out an English translation of *Dragon Quest I•II* for the American market. The bad news is that it could be a very long time coming.

FINAL FANTASY VI

Square Soft • 24 Mbit + BB • March

Everybody knew this sequel was in production but Square Soft surprised Japanese journalists with a sneak peek of *Final Fantasy VI* in November. Perhaps the firm's publicity department, concerned over the considerable amount of coverage being heaped upon the imminent launch of *Dragon Quest I•II*, wanted to strike back? Anyway, this pre-emptive move seems to have worked. The hype has begun, with Square managing to secure pages of favourable editorial in the leading Super Famicom publications. This has been backed up with a striking advertising campaign, enigmatically informing players of little more than the scheduled March release of *FFVI*. Of course, Square Soft has never been averse to splashing their cash around. The 15

Compared to some recent RPG's such as *Secret Of Mana* and *Albert Odyssey*, *Dragon Quest* has rather simplistic graphics, something which hasn't put the Japanese off one bit.

second TV ad hailing *Final Fantasy V*, for instance, cost over £60,000 to produce but helped to generate sales of almost 1 million on the first day of release. As for *Final Fantasy VI*, very few concrete facts are known about this 24 meg monster. The visual appearance has obviously been improved and some of the creatures, such as the bulldog wearing bondage gear, are intriguingly bizarre. Since its debut in 1987 the *Final Fantasy* series has gradually accumulated a huge following, to a point where it now rivals the mighty *Dragon Quest* and *Zelda*. Expect further updates in the near future.

MERVIL'S AMBITION

ASCII • 16 Mbit + BB • April

Best known for producing magazines and joypads, ASCII Corporation is a giant Japanese publishing company based in Tokyo. It made a tidy sum in the past by converting *Wizardry*, Ultima's closest rival in the States, over to the Famicom and Game Boy. *Mervil's Ambition* is, therefore, a new departure for the company, though it has wisely employed the talents of Susumu Matsushita of Light & Shadows,

Inc to design the characters and provide supplementary art. Matsushita's award-winning work is seen every week on the cover of ASCII's multi-format console magazine *Famicom Tsushin*. We trust the in-game graphics will do justice to his brilliant illustrations.

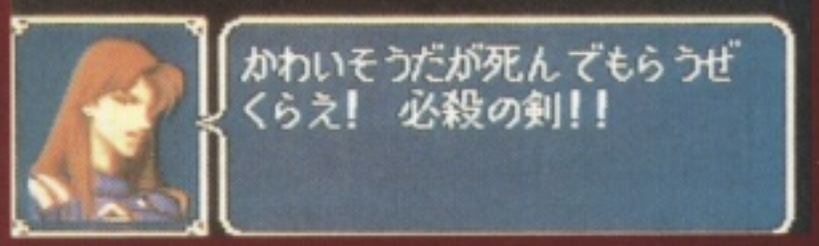
Susumu Matsushita's artwork crops up not only all over the Japanese game world, but on album covers and magazines too.

FIREEMBLEM

Nintendo • 24 Mbit + BB • 21 January

If you're expecting another *Zelda*, you're going to be bitterly disappointed. *Fireemblem* is from the well-established *Dragon Quest* and *Final Fantasy* school of RPGing. In many ways, especially in the combat sequences, this is reminiscent of Sega's *Shining Force* adventures. Nintendo is enhancing the appeal of *Fireemblem* by hiring a pretty young girl idol to star in TV commercials and magazine adverts. Sounds like the Japanese don't have the equivalent of Joanna Lumley or Rik Mayall, eh?

Sexier than Rik Mayall? The Japanese idol singer – part model, part pop star, all hype. Would you buy a used RPG from this girl? (See our feature on page 24 for more about Nintendo's advertising campaign.)



Right: A rival for *Zelda* perhaps? Nintendo target the more traditional RPG market with *Fireemblem* – yet another massive 24 meg quest.

THE LAST BATTLE

Teichiku • 16 Mbit + BB • March

Every so often, a really seductive RPG pops up out of nowhere and immediately blows away the competition. *The Last Battle* is all set to take its place alongside Square's *Secret Of Mana* and Capcom's *Breath Of Fire* in this rare

category. The staff at Teichiku firmly believe that their baby will give the majors something to worry about in the Spring. With the co-operation of Teichiku, Studio Hell City hopes to have a full preview of *The Last Battle* in the not-too-distant future.

Cecil (honest!) and Rosa from *Final Fantasy IV* (*FFII* in the US) face up to improved graphics, a new cast of characters and a massive 24 meg adventure in *Final Fantasy VI*.

SUPERMARKET SWEEP

Not one but two music CD's are riding on the back of Square Soft's smash hit *Secret Of Mana*. Released at the end of October '93, *Secret of Mana +* is the brainchild of Hiroki Kikuta who personally took care of the composing, arranging, instruments and production. The Original Sound Version has been around since the Summer, and featured the game's scrumptious artwork: '+', however, has gone for that swirly ethereal Cocteau Twins/This Mortal Coil 4AD look. Best not tell Zy about these, for the sake of all concerned.

Even the Japanese are calling *Seiken Densetsu 2* the *Secret Of Mana* now, but what happened to those cute plasticine characters?

SUPER PLAY'S HOT LIST

As one year ends, another begins. Funny, that. Couldn't we run two years simultaneously?

JAMES

'I thought a Winter of discontent would be rather nice for a change, so I dug out *Striker*. Unfortunately, my memory was faulty, and instead of a game chronicling the action taken by a workforce disillusioned by the sweeping edicts of the central Government, I got a football game. Doh!'

JONATHAN

'I'm off to edit *Sega Zone* now, so this is my very last *Super Play* and my very last Hotlist. And I've been playing *PitFighter* to celebrate. Phew. No wonder it only got 14%. Anyway, I would like to take this opportunity to thank my family, the *Super Play* team, especially Sue, Neko, Nanci Griffiths, and everybody else who–(*Snip! – Ed.*)

SUE

'Now that the festive season is well and truly over, we can go back to normal. To celebrate, I stood in the middle of Bath and shouted "Mortal Kombat!" like in the TV adverts. I then came back and finished the game with four flawlesses. That's the power of TV, kids.'

ZY

'Poor old Jonathan. We suspected something was amiss when he gave high marks to middling platform games, but it was already too late. He's now residing in the Jeff Minter Clinic for Videogame Casualties.I took *Secret Of Mana* to cheer him up, and although it doesn't beat *Zelda*, it's the finest RPG of '93. Alas, JD hasn''t recovered from the delusion that he edits *Sega Zone*.'

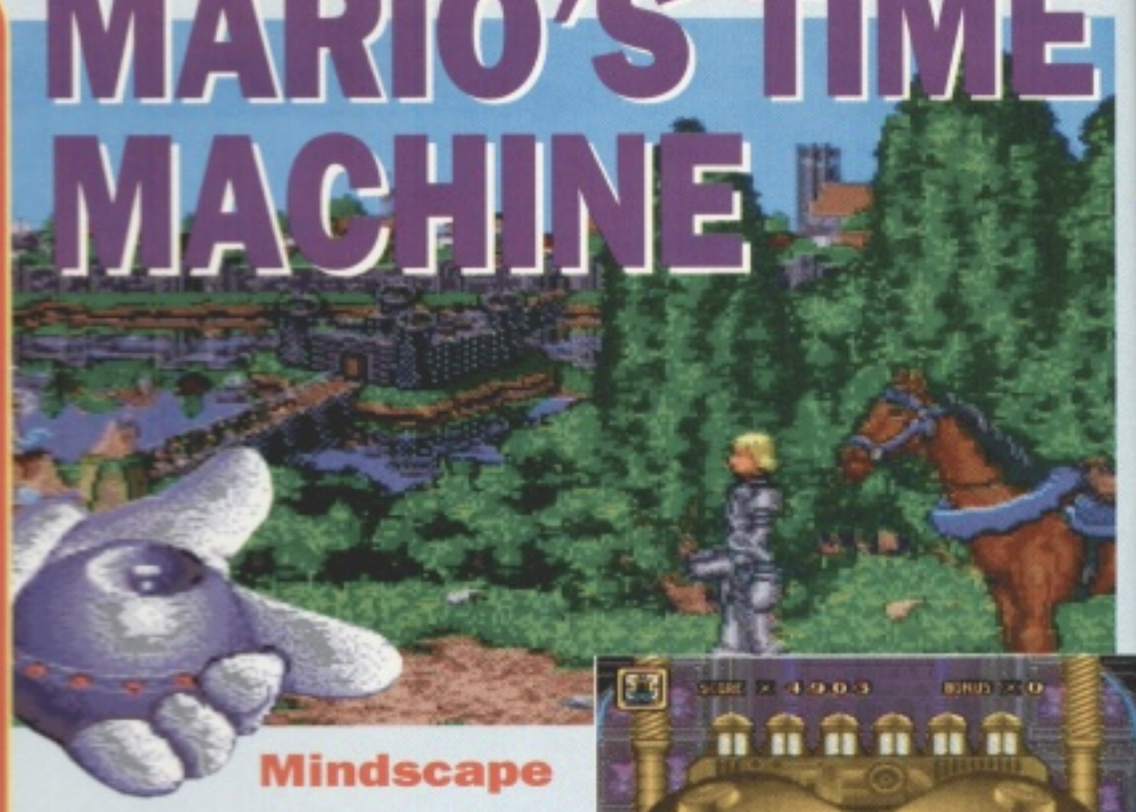
LISA

'With Summer just around the corner (*You wish – Ed.*), I've been wearing shades, listening to the Beach Boys, drinking trendy Summer cocktails and playing *Cool Spot*. When you're being hip, actually seeing the game you're playing isn't that important. Or hearing it, either.'

WIL

'It was a day like any other day. I got up, had my Weetabix™, came into work and played *Aladdin* for a bit. I popped out for lunch, did some shopping, then went home. As I entered my flat, I noticed I *was* Aladdin. And there were noises, sand, haggling Arabs, heat, smells and street traders everywhere. It was all quite bazaar.'

MARIO'S TIME MACHINE



Mindscape

The Time Machine proves itself capable of travelling to East Anglian centres of learning, too.

What a dreadful word edutainment is. Still, as an idea it's highly laudable, especially when the pudgy plumber gets involved. *Mario's Time Machine* combines a history lesson with joypad high jinks. You, as the big M, have to return various items from history to their famous owners. To do this, you need to go (in the time machine, natch) to the required period, talk to the indigenous folk and fill in a document with various missing words, using the clues given to you by the people.

For example, you might be asked to return an apple to Cambridge in the 1600s. And who would you have to find? Why, Sir Isaac Newton, of course!

The educational value of *Mario's Time Machine* is beyond doubt. It's syllabus-approved and everything. Probably. But there's also quite a bit of running and jumping about to do, and even a chunk of Mode 7 hilarity too. It could well be the perfect games for players aged 7 and upwards.

As Mindscape consistently point out, they aren't marketing the *Mario* edutainment products as games. They are fun learning tools, apparently. So only get this one if you want to learn something while you have fun.

There'll be a review next month, so until then, put your chairs on your desks etc.

Left: Give Newton his apple, then return Lineker to the England team.

'Where's Joan of Arc? I've brought her some petrol and a box of Swan Vestas.'

Stick with it

One of the major problems with joysticks for the SNES is that very few have more than two fire buttons. If you want to play a game in which you must bash away at loads of them in an effort to do lots of things, you dig out the trusty Nintendo pad.

But all could change. Technoplus have just brought out the SNES Control Stick (yes, that's what it's officially called). It's got all six buttons in easy-to-reach places, and has turbo and slo-mo too.

Super Play tested the SNES Control Stick and, after a little time getting used to it, we think it's got a lot of potential. The positions of the buttons must be learnt through trial and error, but once they're in your head, they'll stay there (at least for a while).

And when you get a SNES Control Stick you also get eight feet of cable and suction cups. Perfect for leaving octopus grapple-marks on your little brother's face.

The stick costs £14.99 and you can get more info from Technoplus on (0604) 768711.

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MARIO IS MISSING but HE'S OUT THERE SOMEWHERE... COME... DISCOVER THE WORLD!

Mario is Missing!™ is a Geography Learning Adventure with Character, Edutainment and Fun.

Mario has been kidnapped by Bowser and now Luigi must come too his aid!!!

Discover the World as you guide Luigi across the globe stopping at famous landmarks where you know Bowser has stolen priceless treasures.

Collect clues, return artifacts, explore cities, master mysterious maps and outsmart the koopas in your quest to rescue Mario from the evil clutches of his arch enemy Boswer.

JOIN US FOR MARIO'S GREATEST ADVENTURE YET!

MINDSCAPE INTERNATIONAL LTD.
PRIORITY HOUSE, CHARLES AVENUE,
MALTINGS PARK, BURGESS HILL,
WEST SUSSEX RH15 9PQ

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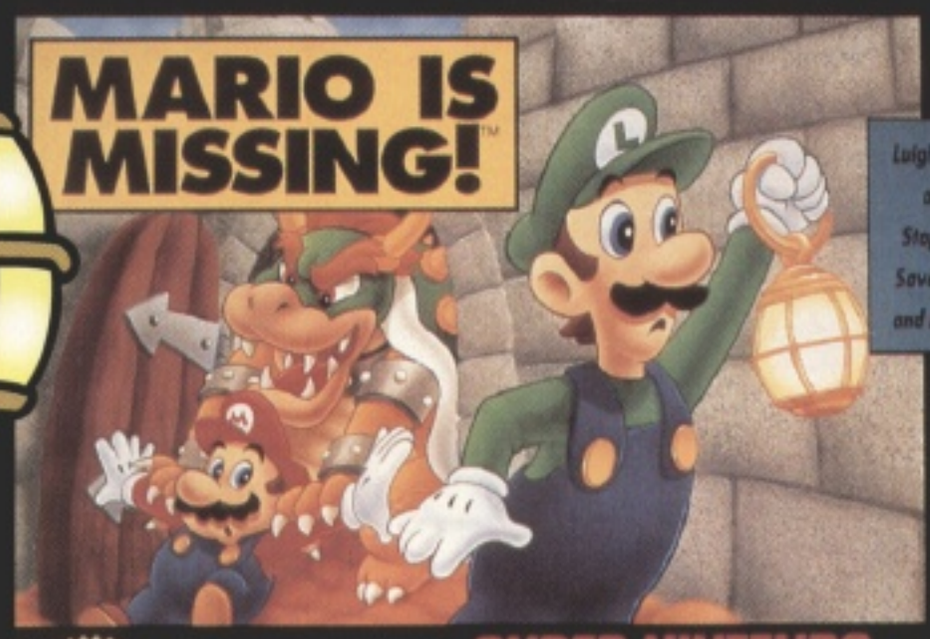


MINDSCAPE

WIN! WIN! WIN!

Shadowrun is now out officially in the UK on the Laserbeam label, which is a great cause for celebration. With that, and in anticipation of a damn fine *Shadowrun* guide next month, we're giving you the chance to get your hands on some superb *Shadowrun* gear.

Yes, you know *Shadowrun*. You've probably got all the way through it because you're so skill. So you won't be needing our guide, then? Ha! We don't believe a word of it. Anyway, did you know that there are 12 *Shadowrun* books and a board game based around the story? Yes indeed. And they'll be out soon courtesy of those Antarctica-based flightless-avian publishers, Penguin.

But for those who fancy their chances, our compo has the following prizes:
First prize; a copy of the *Shadowrun* SNES game, a complete set of the 12 books and a copy of the board game which, for your information, is called *DMZ* (Downtown Militarised Zone).
Second prize; three lucky runners-up will get their very own copy of the first volume of *Shadowrun* the novel. It's great and everything!

Anyway, here's the competition. All you have to do is answer these three remarkably simple questions.

1. In what show did Ulrika Jonsson commentate on someone called Shadow?
a) The News at Ten.
b) The Head and Shoulders ad.
c) *Gladiators*.

2. What bloodsucking person doesn't have a shadow?
a) Norman Lamont.
b) Vlad Dracula.
c) Les Ellis of *GamesMaster* mag.

3. Who was the lead guitarist of The Shadows?
a) Cliff Richard.
b) Me, with a tennis racket.
c) Hank Marvin.

LASER BEAM

Please send your entry in on a postcard or a sealed envelope. Don't send in multiple entries – they always arrive together and we always say 'What a waste of money. This person's sent in five entries.' And then we cut off the stamps for the guide dog trust and bin the entries.

The cards must arrive before 15 February, and the editor's decision is final. No correspondence can be entered into – not for any legal reason, but because we don't have the time. Really, we don't! The address is:

Whatever Happened to Hank and The Shadows? Compo, *Super Play*, 29 Monmouth St, Bath, Avon BA1 2BL.

BLABBERMOUTH

with Kris and Tel

Fresh from a Christmas in which all they did was sit around drinking sump-oil whilst watching *The Great Escape* on their 3D Virtual Holovision Unit, Kris and Tel are fairly bursting with new information to gossip about. So let's steal into their garage and eavesdrop shamelessly.

☎ Tel! What with all the fuss about *Aladdin* being a great conversion of a cartoon film, Nintendo developers are really into the idea of gaming up loads of old Disney films, aren't they?

☎ That's in no sense untrue, Kris. I've discovered that *Snow White* is currently under development from Imagitec. It's going to be very impressive, if the people in the know are to be believed. Interestingly, Imagitec are also doing a game called *Evolution*, which is a kind of *Humans 2*. It takes many of the ideas and expands on them.

Whether it's as good remains to be seen, but again, things are looking promising.

☎ I've heard that the national Super Multitap shortage might soon be coming to an end. At the moment there are about six times as many copies of *Super Bomberman* than there are Multitaps, so demand is extremely high. I hope there won't be a joypad shortage too, as everybody snaps those up when loads more of the Multitaps hit the shops.

☎ Exactly so, Kris. Although it's hardly gossip, is it? More like straightforward economic speculation. Anyway, I've heard that Capcom are doing three or four major projects over there in the States. We don't know what they are yet, but they're bound to be smart. And very, very large. Westwood, the creators of *Young Merlin*, are working on something big for the SNES too. There isn't a title for it yet, but it's going to be original.

☎ Hey Tel! That reminds me. You know prices for a Super Nintendo plus *Mario All Stars* dipped below £100 for the first time last Christmas? Well, this was to counter a price drop in the high street of Sega Mega Drive gear. But the rumour I'm hearing is that prices may be this low in the future, and for some time to come. It seems that loads of people buy stuff when it's a bargain, as those kits were.

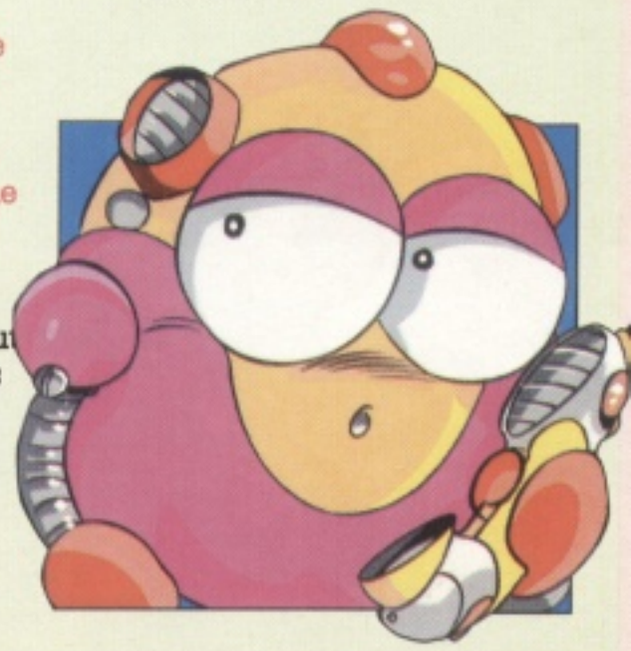
☎ Kris, as far as I can see, that's common sense and sound economics. But you're right. Cheaper SNESes should be the way forward. You know what that would mean?

☎ No, what, Tel? Let me guess. If more people have Super Nintendos, it means that more people will buy carts. Which means that more games will get written and prices of the carts may eventually drop.

☎ Oh yes. That reminds me. *Mortal Kombat II* will be out on Super NES in September. It's all new, with new graphics, totally new attacks and 12 characters. You can even be Reptile! There's a cowboy, a ninja and someone called Jax, who's amazing.

☎ Many thanks for that. I've heard there'll be a switch on the arcade machine to lessen the gore. Boo! Better go now. Our neighbours have left me in charge of their 16-rod pressurised water nuclear reactor, and since I've been on the phone, I think it's started to melt-down, creating the very real risk of a magma stasis, which could end in cold-star nova. This, as you'd know Kris, would destroy the entire solar system. My parents would spank me for that, eh?

☎ Yup, Better go and tend to it then, Kris!



SUNSETRIDERS

The dusty badlands of the Wild West are crawling with dirty lowdown bandits, each lowlife has a hefty price on his head and is sure to give you a run for your money! Seven levels of trigger itching, sharp shootin' spaghetti western action.

Original Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

KONAMI

Konami (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

ANIME WORLD

Pronounced 'ah-nee-may'

A BRIEF HISTORY OF MACROSS

Macross has already made cult status in Japan and, with the birth of a new UK video label, it may well win a place in the hearts of British otaku. Helen McCarthy tells us why it's so popular...

Right: Top baddy, Lord Feff, who rather fancies green-haired Ishtar.

Mikimoto's gorgeous, misty artwork for _Macross II: Lovers Again_.

TV series, even very good ones, don't usually become cults. There are a few exceptions – _Dr Who_ and _Thunderbirds_ in the UK, _Star Trek_ in the US and, of course, a few weird Aussie epics like _Prisoner: Cell Block H_. To be a cult, a series' popularity has to hold long after its original audience has outgrown it and fashion has left it behind; it has to be able to go on attracting new viewers – viewers who will go to immense trouble to seek out copies of the episodes or related memorabilia, who will convince hard-bitten TV executives and video companies that there's life in the old dog yet, so their favourite gets another chance on the airwaves or the video shop shelves.

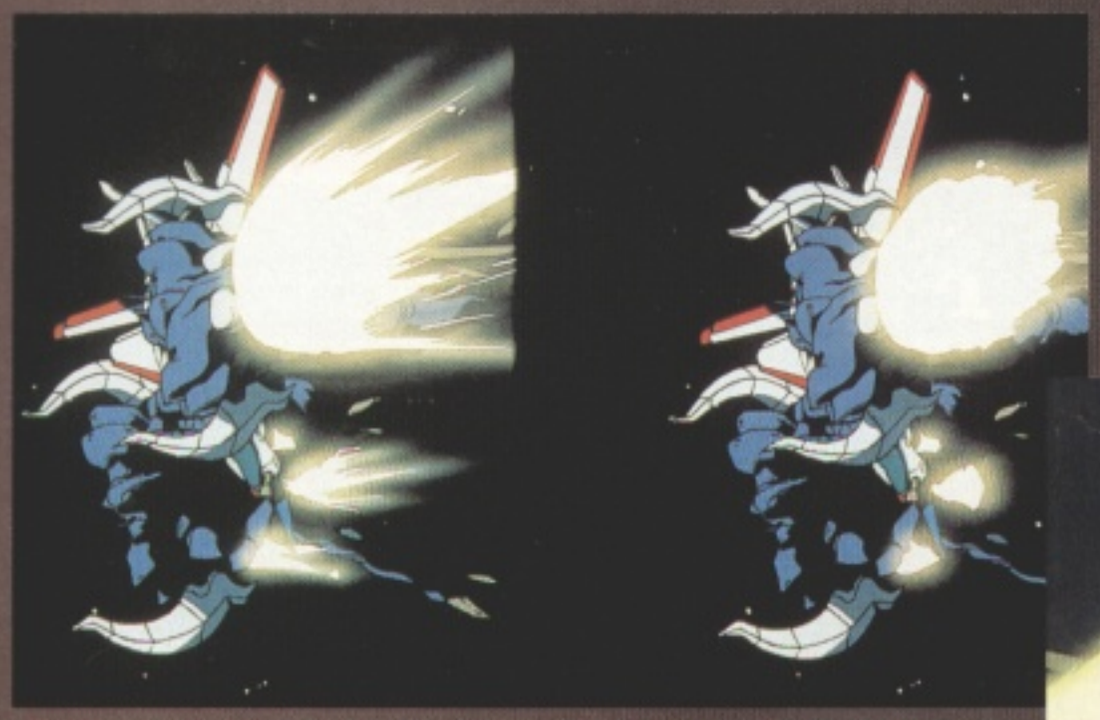
CULT FOLLOWING

In Japan there are some anime series that have attained this cult status, and one or two that have held it since they first appeared. One such series is _Super Dimensional Fortress Macross_.

Young chara designer Mikimoto Haruhiko leapt to fame in 1982 with the airing of this series. The love triangle of air ace Ichijo Hikaru, ice maiden Misa Hayase and wannabe singer Lynn Minmay, the trials and tribulations of their friends and families, and the struggle of Earth against the invading Zentraedi giants, made the series a huge success. The Valkyrie transforming mobile suits with their multiple configurations and heavy weaponry, didn't exactly hold it back, either. Mikimoto's ethereal watercolours of Minmay were on every teenager's bedroom wall, all the songs from the series were hits, and every kid in Japan had either a kit or a diecast model from _Macross_.

MACROSS: THE MOVIE

In 1984 Mikimoto brought his megastar creations back again for a film treatment of their story called _Super Dimensional Fortress Macross: Do You Remember Love?_ In a manner familiar to Japanese fans, he and director Kawamori took the same story and retold it in feature film format with one or two new twists.



Left, right and below: UN Spacy Valkyrie ace Sylvie and chums put the boot in, before Hibiki's captured and tortured by those nasty aliens. All in a day's work for any self-respecting hero. Probably.

The result was one of the hits of the '80s in Japan, and soon gained popularity on the US fan circuit where it was usually known as *Macross The Movie*.

ROBOTECH IS BORN

A couple of years later, US company Harmony Gold was looking for animated TV series for the US syndication market. They hired academic and film publicist Carl Macek to find, edit and adapt suitable series; Macek, faced with the problem that many Japanese series don't have enough episodes for US syndication, cut together the 36 episodes of the *Macross TV* version with two other series, *Super Dimensional Calvary Southern Cross* and *Genesis Climber Mospeada*, did a little renaming and rewriting and – hey presto! – *Robotech* was born.

Much reviled among American fans for its alterations to the original Japanese material, *Robotech* nevertheless sparked a wave of interest from new fans that combined with the enthusiasm of the college-based anime clubs and gave the impetus for the American anime and manga scene of today, where a whole clutch of companies release both dubbed and subtitled anime on video, popular manga are widely read in translation, prozines, fanzines, clubs and conventions flourish, and both TV and cinema screenings of anime are common.

MINMAY MANIA

By 1987 the Original Animation Video format, unheard of in October 1982 when the *Macross TV* series took to the air, had become one of the most important forms of anime release, and Mikimoto and Kawamori joined forces again to produce *Super Dimensional Fortress Macross: Flashback 2012*, a fifth anniversary musical present to Lynn Minmay fans worldwide. The singer, no longer a teenager but an older, wiser woman, returns for a grand concert to celebrate the launch of the starship Megaroad 01, commanded by her old rival, Misa Hayase; she remembers scenes from her past as she performs her greatest hits in newly animated scenes framing the older clips.

WITH A SONG IN HER HEART

Fastforward to 1991 and the Japanese release of a new *Macross* – this time a new story with all new charas, again designed by Mikimoto, and told in six parts in the OAV format. *Macross II: Lovers Again* was set some 80 years after the original TV series. The Macross has become a monument to ancient battles in a world now at peace; but a new alien threat calls the Valkyries out to war once more, and another singer – this time an alien, Ishtar – must save the Earth with her songs. the series was soon released in the US, and in 1993 it headed around the world again when Kiseki Films brought out the US dubbed version to launch their new British anime label.

UK VIDEO RELEASE

1994, the tenth anniversary year of *Macross: Do You Remember Love?* will see the *Macross* saga celebrated in Britain in more ways than one. The early part of the year brings Kiseki's release of the final two episodes of *Macross II* on video. Meanwhile, UK label Video Gems, who enjoyed an unexpected success with their release of *Robotech II: The Sentinels* late in '93, have announced plans to release the whole of the *Robotech* series on video. If the release goes ahead it will be the first time the entire series has been available in Britain in any commercial format, although segments are occasionally screened on satellite and a few episodes have surfaced on cheap video labels.

Fandom will be celebrating *Macross* in its own way with the fourth annual Anime Day convention in Sheffield, entitled *Flashback '94: Memories of Macross*, in honour of the 1984 movie, which'll be screened as part of the convention's programme of anime old and new. Even the convention book will be *Macross*-themed – a number of writers have been asked to contribute speculations on what current anime will have attained the same classic status in 10 years' time.

BIMBO CITY

Macross and *Robotech* fans are spread worldwide. Will the UK add to their numbers? Well, Kiseki's *Macross II* release and the *Robotech* tapes will help, but at present there's no prospect of the original TV series being screened on British TV or getting a UK video release – it's still hard to convince any TV or video company that a 12-year-old, 36-episode story is going to hold the attention of a '90s audience.

For *Macross: The Movie* and the music video, *Flashback 2012*, however, things may be different. So if you're mad about Minmay, don't give up hope – the ultimate ultra-bimbo may be strutting her stuff across UK screens soon.

ANIME CONTACT

Anime UK, 70 Mortimer St, London W1. £3.50 from good SF/comic shops, also available mail order from the publishers + 70p p&p.

In *Macross II* the hero is disillusioned journalist and all-round nice guy Hibiki.

ONWARD VIRGIN STRIKERS

Gooooaaaaalaccio!!! Er, what does goalaccio actually mean? Write in and tell us. First convincing answer wins something.

Football is a bit of a sensitive subject at the moment here in England, but one software company has decided to do its bit for promoting a better future for English soccer. Virgin Interactive, in a not-at-all cynical marketing ploy, have taken on sponsorship of 'The Virgin Games Schools Football Initiative'.

The idea is to teach school-kids how to become skilful players, and thus recreate the glory of 1966, when we beat everybody in the world 4-2, despite having the crowd on the pitch for most of the match (apparently).

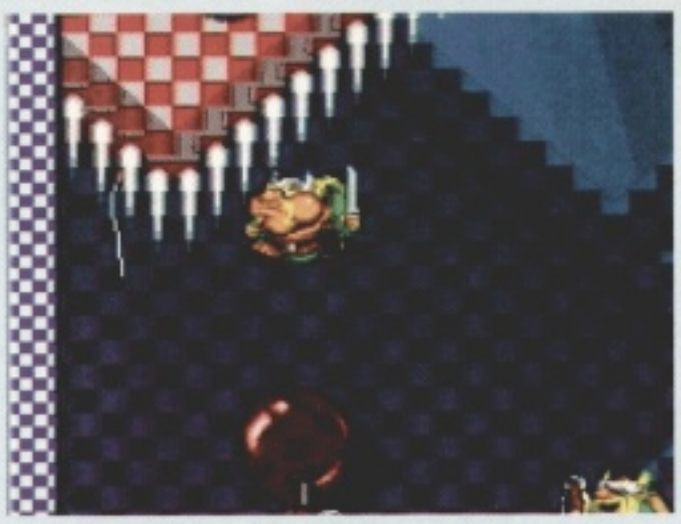
The Government is matching Virgin's input pound for pound, and the whole thing was launched last year at Highbury. Paul Dowling, the Marketing Manager of Virgin Interactive said at the time 'Not only does the scheme encourage kids to learn individual football skills, but it will also give Virgin Interactive Entertainment direct access to around 25,000 UK schools'. We're quite concerned about what he meant by that.

But, nevertheless, this has got to be a good move for our national sport. And it's certainly a good move for Virgin Interactive Entertainment.

INTERPLAY SOUNDS GOOD

Soundtracks often seem to take second place to graphics in the minds of video games players. But a new system from Interplay might change all that. Called the ARDI Sound System (Advanced Real-time Dynamic Interplay), the device is based on a MIDI interface plugged into the Super Nintendo's cartridge port.

Musicians are able to treat the SNES as a sample-playback MIDI module. This means that they can easily and quickly load sounds into it, and retrieve them just as fast. The sounds can be controlled to perfection, with panning, volume, modulation, echo and lots of other things all within grasp.



The ARDI Sound System is also immensely efficient. For example 112 sound effects, including samples, took only 11K in *The Lost Vikings*, and in the game *Claymates*, 131 sound effects, with yet more samples, only took 18K.

And listen out for *The Lord Of The Rings*, coming soon from Interplay. That'll be using the ARDI Sound System as well.

MAIL ORDER PEACE OF MIND

Mail order's a good way of getting hold of items, usually at cheaper prices than you'll find in shops. *Super Play* vets the advertisers, but it makes sense to follow these simple guidelines when ordering;

1. Phone before you buy, to make sure the item you want to order is in stock.
2. *Super Play* strongly recommends that all your purchases from our advertisers are made with a credit card. That way, in the unlikely event of a problem, redress may be sought from the credit card company.
3. But if you do pay by cheque or postal order, in strictly limited circumstances after a company has gone into liquidation, *Super Play* may be able to help you up to a maximum of £100 or 50% of the purchase price, whichever is the lower per order.
4. All cheque or postal order queries should be directed in writing to: Alison Winter, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW, within 90 days of your order having been placed. Please also supply full proof of purchase.

IT'S COMPETITION WINNERS TIME

Terminator 2 compo winners

We've now chosen the eight lucky winners of the *Terminator 2: Judgement Day* competition that we ran in issue 14. The questions we asked were as follows (we've included the answers):

Q What name does John Connor introduce Arnold as when they're at the Mexican arms dump?
A Uncle Bob.
Q What make is the motorbike Arnold steals at the beginning of the film?
A Harley Davidson.
Q What is the name of the psychiatrist whose arm Sarah Connor breaks?
A Dr Silberman.

All the eight prizes are, as we speak, winging their way to the fortunate winners. And what are they? Well, the first prize is a Terminator endoskeleton and the winner is: K Greer from Redditch, Worcs.

The two second prizes are unassembled kits of the Terminator. The winners are: Mark French from Waterlooville, Hants and John Harris from Chasetown, Walsell.

The five third prizes are metal boxed sets containing the *Terminator 2* video. The winners are: Michael Blake from Discoed, Gwent, Graham Winn from Calcot, Reading, Alastair Keddie of East Lothian, Scotland, A Harrison from West Bromwich and Andy Mitchell of Glasgow.

Well done one and all!

Win a year's supply of carts compo winner

New mail order company, Gamesmagic, offered this fab prize to the first person who answered the following questions correctly:

Q Which one went to prison; Grant or Phil?
A Grant.
Q What was Elvis Presley's middle name?
A Aron. (Not, as many people think, Aaron).
Q Who's the tallest *SFII* character?
A Sagat.

And the lucky winner of a year's supply of game carts from Gamesmagic is Dominic Forsythe of Epsom Downs in Surrey.

Congratulations Dominic!

CHART THROB

WONDERS OF THE WORLD

If you want to know what the world thinks are the best games of the moment, then check out the *Super Play* charts.

(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 471, Channel 4.)

OFFICIAL PENGUIN GALLUP UK CHART

ELSPA PENGUIN CHARTS

▲ UP ▼ DOWN ▶ NON MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1 ▲ **MARIO ALL STARS** Nintendo
Still in the number one slot and still brilliant value for your money. 96%

2 ▲ **STREET FIGHTER II TURBO** Capcom
Another non-mover in the number two position and, again, a great game. 96%

3 ▼ **JURASSIC PARK** Ocean
Jonathan reckons that this is the best film game ever. He's probably right. 89%

4 ▼ **NIGEL MANSELL'S WORLD CHAMPIONSHIP** Nintendo
The best Formula One game on the Super Nintendo and a breath of fresh air. 85%

5 ★ **ALADDIN** Capcom
If you liked the film, then you'll love the game. It's packed full of original ideas. 81%

6 ▼ **MORTAL KOMBAT** Acclaim
It may not have the gore, but it's certainly got enough action. 81%

7 ★ **STRIKER** Elite
There's a lot of the best SNES games of their type in the charts, and this is another. 89%

8 ★ **SUPER BOMBERMAN** Hudson Soft
In one-player mode it's okay, but get hold of a Multitap and it's just brilliant. 92%

9 ★ **SUPER MARIO KART** Nintendo
Still in the charts and still one of the best SNES games ever made. 93%

10 ★ **ZOMBIES ATE MY NEIGHBORS** Konami
You've got to save the world from the monstrous creations of the evil Dr Tongue! 89%

Super Mario Collection: You'd be mad not to buy this.

Jurassic Park: If you like dinosaurs, you'll love this.

Aladdin: A gorgeous-looking, funny and involving platformer.

UK IMPORT CHART

Compiled for *Super Play* by Console Concepts

1 **SECRET OF MANA** Squaresoft (US)
2 **MACROSS** Zamuse (JAP)
3 **SUPER EMPIRE STRIKES BACK** LucasArts/JVC (US)
4 **TURTLES TOURNAMENT FIGHTERS** Konami (US)
5 **SUPER BOMBERMAN** Hudson Soft (US)
6 **CLAYFIGHTER** Interplay (US)
7 **STANLEY CUP ICE HOCKEY** Nintendo (US)
8 **FATAL FURY 2** Takara (US)
9 **ALADDIN** Capcom (US)
10 **BOXING LEGENDS OF THE RING** Electrobrain (US)

Secret Of Mana: A huge and beautiful game.

Super Empire Strikes Back: Glossy, but not that great.

It looks like you're following our advice from the last ish and buying *Secret Of Mana* by the truck-load. We gave it 94% in our review, which makes it one of *Super Play*'s all-time favourite games. Another great game is *Macross* – in the number two slot. We called it 'everything a Super Nintendo game should be' in our review last ish, and gave it a well-deserved 87%. *Super Empire Strikes Back* moves down the chart this month. It's a shame it's too similar to *Super Star Wars* – it could have been a really good game, but ends up as a bit of a disappointment.

JAPANESE CHART

Compiled for *Super Play* by Tai Ono

1 **KURASHITSUKU ROAD** Bikuta Entertainment
2 **SUPER MARIO COLLECTION** Nintendo
3 **SECRET OF MANA** Squaresoft
4 **ART OF FIGHTING** Koei
5 **PRETTY SOLDIER SAILOR MOON** Bandai
6 **TORNECO'S GREAT ADVENTURE** Enix
7 **WINNING POST** Koei
8 **MARIO & WARIO** Nintendo
9 **J-LEAGUE PRIME GOAL** Namco
10 **RANMA 1/2** Rumik Soft

Art Of Fighting: Doesn't come close to *SFII*.

Mario & Wario: An absorbing puzzler.

The Japanese chart is about to change dramatically with the imminent release of *Rockman X*, *Ganbare Goemon 2* and the new *Dragon Ball Z* game. They're all set to be released in the same week in Japan, and we'll have reviews of them all soon. For the moment, though, the game at the top of the chart is an obscure horse racing game – again! This genre of games doesn't seem to have the same appeal in the US or UK, however, as we haven't seem them yet! And Mario's still proving his worth with the *Mario Collection* and *Mario & Wario* both mentioned here.

AMERICAN CHART

Compiled for *Super Play* by Woody Carter

1 **MORTAL KOMBAT** Acclaim
2 **SECRET OF MANA** Squaresoft
3 **SUPER MARIO ALL STARS** Nintendo
4 **STREET FIGHTER II TURBO** Capcom
5 **SUPER EMPIRE STRIKES BACK** Interplay
6 **BOXING LEGENDS OF THE RING** Electrobrain
7 **TOP GEAR 2** Kemco
8 **THE 7TH SAGA** Enix
9 **SUPER CAESAR'S PALACE** Virgin
10 **SUPER BOMBERMAN** Hudson Soft

Mortal Kombat: A great punch-fest and no mistake.

Boxing Legends Of the Ring: Another great punch-fest.

The *Secret Of Mana* launches straight in to the American chart at number two this month, while *The 7th Saga* is sinking fast. It looks like the Americans have caught RPG fever suddenly, but they are only now beginning to sort the wheat from the chaff. Or something. More predictably, they're still into beat-'em-ups, with *Mortal Kombat* remaining at number one and *SFII Turbo* still featured. *Boxing Legends* gets a mention too. We matched *Top Gear 2* against *Lamborghini American Challenge* in issue 13 and it came out on top, so it's no real surprise to see it here.

SUPER PLAY Interview

LET'S DO LUNCH

By James Leach

Nintendo knew they'd have to advertise on the TV to get their message across. So they looked at a number of ad agencies before settling on J Walter Thompson Ltd of London. *Super Play* spoke to Chris Donkin, one of JWT's account directors, to find out more about the wacky world of televisual commercials.

WHAT WERE NINTENDO SELLING LAST CHRISTMAS? GO ON – RUN THROUGH THE PRODUCTS THEY WERE CONCENTRATING ON: *STREET FIGHTER II TURBO, NIGEL MANSELL, ALL STARS, ZELDA* ON THE GAME BOY. YOU SEE? THOSE ADS *WORKED*.

Q Why did Nintendo pick J Walter Thompson to make their adverts?

A Well, we're one of the premier UK ad agencies, so that helped. Also, we've got a proven track record going back to 1926. More importantly, we're an agency that develops long-term business relationships with our clients. For example, we've been the agency for Kellogg's since the 1930s. The longer you work with a client the better you get to know their business and the better service you can provide.

Another reason Nintendo might have picked us is that we're big, and we've got a strategic understanding of the video games market. This meant that we could put forward creative solutions as soon as we were given the account. The video game world moves very fast, and we had the ability to deliver a large amount of advertising in a relatively short space of time.

Q Did you know what Nintendo were going to concentrate on when you took the job?

A We had an idea of some of the key software titles to be launched in advance of Christmas, but the video games market changes so rapidly that we were adding new scripts for new commercials as we went along. In the end we made nine commercials which covered everything.

Q How did you tackle Sega's ad campaign?

A Sega's commercials had defined the market in terms of rebellion and anarchy. They had a rebellious style which has been post-rationalised as defining the market, but our extensive research indicates that the Sega campaign was neither liked nor understood by kids, who perceived the rebel image as too individualistic and young. Our reading of the research shows that playing video games is not rebellious. I mean, everybody does it.

Q So what angle did you decide on?

A We went for a very broad target audience, with kids at the core, but not alienating young adults and parents as Sega do. We wanted to redefine the market away from rebellion and back to games. This way we can effectively target the huge gaps which we think Sega has left. There was no point in trying to out-Sega Sega. Nintendo don't need to descend to that kind of level. At the end of the day Nintendo make better games than Sega. They're more intelligent and more humorous. Our plan was to emphasise the games' qualities. This meant specific ads for specific products. The commercials had to promote the games in a way which was interesting and motivational.

Q Why Rik Mayall?

A We saw humour as a very important way of appealing to people. And we wanted someone who would be versatile and flexible enough to appear as different characters in different commercials for different product, but acting as a single strand throughout the entire campaign. By using Rik in different guises we were also able to focus on each individual game in the most appropriate way. And focus on the

'At the end of the day Nintendo make better games than Sega.'

ADSPEAK

A quick guide to those weird advertising words:

POST RATIONALISING: Deciding what you meant to do after you have seen the results of what you actually did.

EXTENSIVE RESEARCH: Asking people what they thought of an ad.

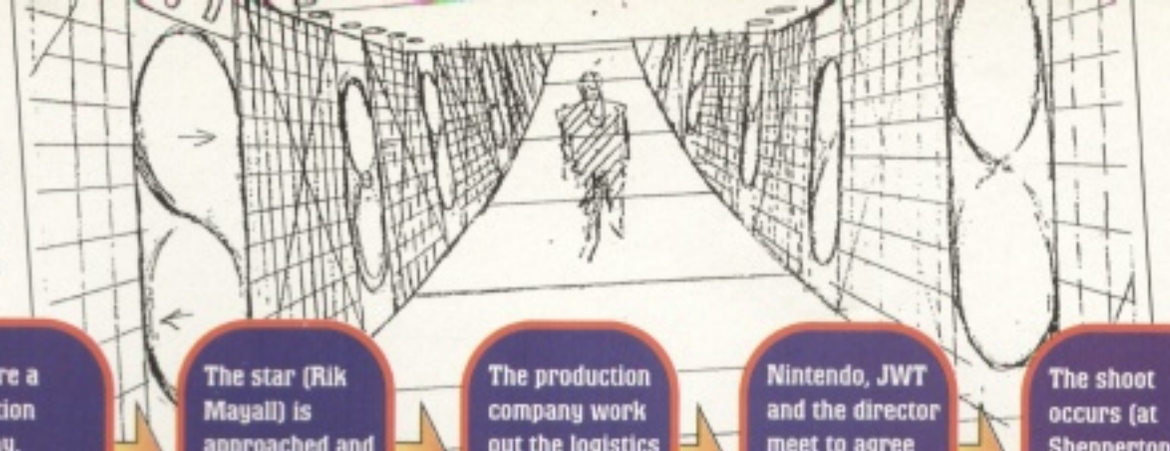
COMMERCIAL: Advert.

CAMPAIGN: Lots of adverts.

TARGET AUDIENCE: You.

QUALITATIVE RESEARCH: Asking you what you thought of the ad.

SO HOW DO ADS HAPPEN?



This is a rough sketch showing how the art director sees a scene from the ad. It's pretty true to the end result (see bottom pic).

Nintendo give JWT a brief, describing a particular game to be advertised.

A creative team at JWT (an art director and a copywriter) come up with a script and rough storyboard.

Next, the idea is presented to Nintendo, There it's discussed and agreed upon.

JWT hire a production company. (Limelight Productions, owned by John Lloyd, producer of *Blackadder*.)

The star (Rik Mayall) is approached and signed to a contract to appear in the commercials.

The production company work out the logistics and cost of making the commercials.

Nintendo, JWT and the director meet to agree all of the details involved in shooting the adverts.

The shoot occurs (at Shepperton Studios). It took two weeks to do all of the nine commercials.

games is what it's all about. Rik's very distinctive humour and style also allowed us to make much stronger and more overt statements without sounding like a manufacturer on a soapbox.

Also, Rik would never appear to be 'Mr Nintendo' in a corporate suit and tie. That just wouldn't work when we're trying to sell a product like *Street Fighter II*. And finally, Rik has got massive appeal to everybody from young kids right the way up to adults.

Q So why hasn't Rik been used in, er, commercials before?

A As well as being a really nice bloke, Rik is a professional. I guess he'd never been offered the kind of commercials he wanted to do before. Nintendo was different – it was a product he felt good about endorsing.

Rik is very committed to his art, and certainly he's a very talented and well-known actor. This means he's got to be very selective about the kind of work he does, especially for the advertising world. He's been offered many scripts and commercials before, but he's refused because he didn't like them or feel that the products were worth endorsing.

JWT presented him with the first scripts that he actually wanted to do. We think that says an awful lot about Nintendo.

> 'Rik has massive appeal to everybody from young kids up to adults.'

WHY AREN'T THERE MORE SHOTS OF THE GAME?

If you've ever sat and watched someone else playing games then you'll know it can be really frustrating. You want to play the game yourself. So we set out to include enough gameplay to show how the game works and just how good the graphics are, but to make it tantalising enough to make people want to go out and try it for themselves.

Q And are the commercials a success?

A It's too early to say in terms of sales, which are the bottom line. But we've conducted a lot of qualitative research, and the response has been good. People who see the ads get the message we're trying to put across clearly. We work to the maxim that the product is king. For example, in the *Mansell* ad, we're saying that the game is so realistic that you almost *become* Nigel Mansell. Or in the *Starwing* ad, it's a near-perfect simulation of space combat. The *Street Fighter II* advert is all about the improved capabilities of the characters, but done in a cartoon-like style because that's what the game is like. Nobody really gets hurt and there's no blood, of course. It's not the unpleasant violence of a game like *Night Trap* or the Sega version of *Mortal Kombat*.

Q And how much does it all cost?

A We don't give out information like that. We adhere to a rule of client confidentiality. It's a big campaign, but the lack of location work keeps costs down – that's all we'll say!

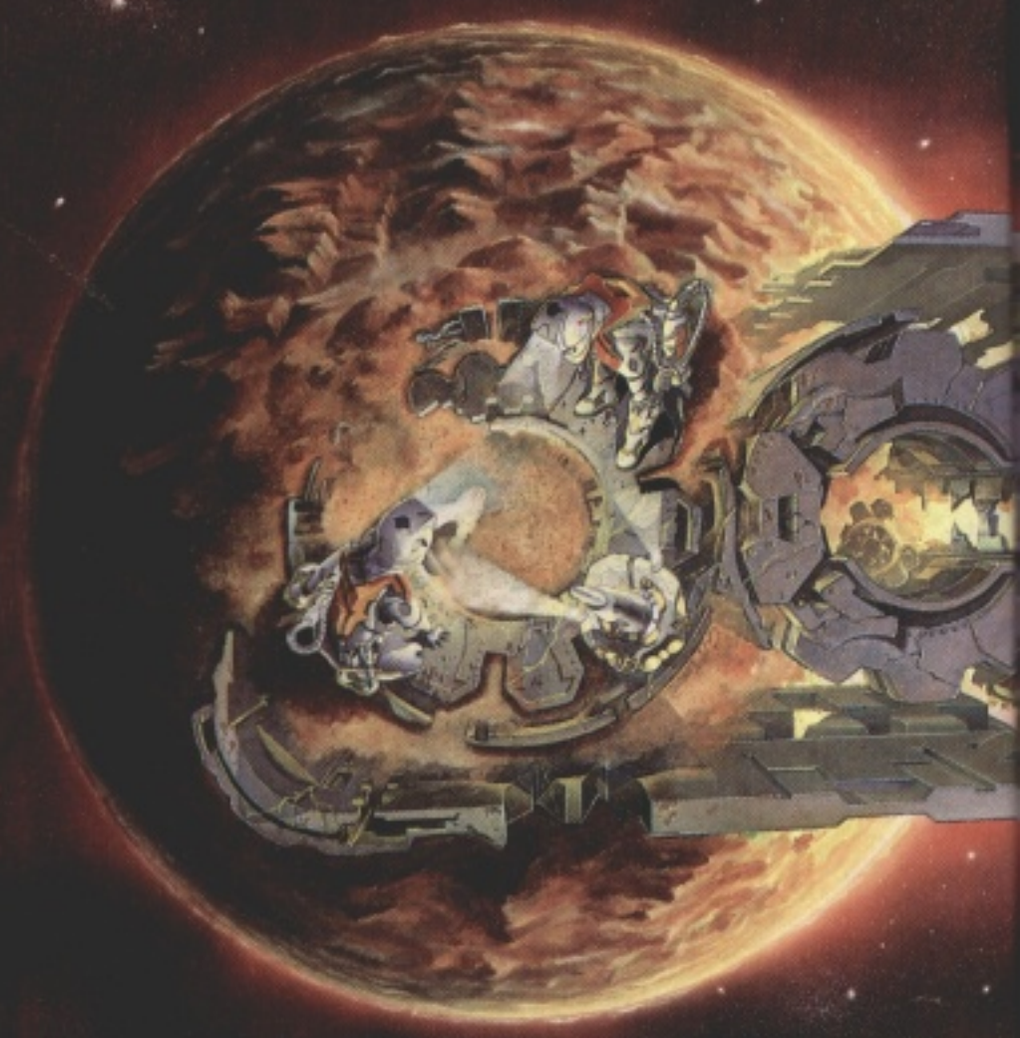
TARGETTING YOUR AUDIENCE

Once the commercials are completed, choices have to be made about where and when they'll be shown.

If they were put on in almost every ad break, we'd get heartily sick of them, and it would cost Nintendo a fortune. The skill is in choosing times when the target audience are watching. Although JWT were aiming at a very broad group of people, the majority of favourable responses would come from 7 to 17-year-olds, so much of the advertising is concentrated around early evening and weekend programming. Think about how often you see Nintendo ads during your fave programmes and you'll know if you're being targeted.

Rik Magall played nine different characters in the nine Nintendo adverts, showing what a truly versatile and all-round great guy he is.

Discover a wh



Now you can play the sling-shot hero and join in on all his side splitting pranks.

Dennis is his name and mischief is his game as he drives Mr. Wilson out of his mind! Wreak havoc, double the trouble or just mess things up a little, whichever... it's fun all the way!

© 1992 Warner Bros. DENNIS is a trademark of Hank Ketchman Enterprises, Inc.

Take on the vicious raptors, spitters and tyrannosaurs that are threatening to overrun the visitors compound. Save Tim and Lex as you fac some of history' most powerfu carnivores!

"JP is a bit of corker... a real treat! THE ONE

TM & © 1992 Universal City Studios, Inc. & Amblin Entertainment, Inc.

vhle NEW world

you fac**Welcome to the world** of mayhem!

history' **of RANMA 1/2** Explosive "Burning a red hot

powerfu **Free-Fight.** the trail from the

es! **hottest new** world of Manga.

a bit of **blockbuster from** RANMA 1/2 hits

al treat!" **the phenomenon that** you square in the face"

is MANGA!... Animàniacs SUPER ACTION

© Rumiko Takahashi/Shogakkan. Kitei Fuji Television

GRAB YOUR NUTZ! "Just give me a nut

This well bad rodent and I'll make Billy the

has got things to Kid look like a low

prove... like: "I rent circus side-

can flatten a show!"

hedgehog with just a "BRILLIANT!"

swish of the tail"... or SUPER NINTENDO

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SNES TROU

STEREO SOUND SPECIAL

Just when you thought it was safe to turn the page our techy expert returns to tell you how to make beautiful music with your SNES...

ADVICE FROM:
LEWIS LOGARIDIS
(with thanks to Nick Smith and Ian Strickland Of Nintendo UK)

In Issue 14's Gamefreak we mentioned how the whole video game experience can be greatly improved by connecting your console to a decent hi-fi, or even just a pair of self-powered mini speakers.

Many people have yet to appreciate the high-quality music that the Super NES kicks out quite effortlessly in the course of even the most average of games. Some of it is so good that titles like *Castlevania*, *Actraiser* and *Prince Of Persia* have become renowned for their musical scores more than anything else. *King Arthur's World* even supports Dolby Surround™ Sound. (Though that's getting a bit ludicrous...)

The SNES uses 8-bit PCM (Pulse Code Modulation) audio processors and a DSP chip designed by Sony, allowing impressive music and effects to be incorporated into games with relative ease, whilst occupying a minimal amount of memory. There's really no excuse for bad sound in a Super Nintendo game, in fact.

Unfortunately, very few TV speakers are able to deliver the goods in this respect, and even the way you've connected your SNES to the TV will greatly influence the quality of audio as well as video.

Most of us are aware that using a SCART lead makes a significant improvement in picture clarity and definition, but the benefits from getting it right in the audio department can be even more rewarding.

Now, 'getting it right' will depend on many factors, the most obvious one being the amount of available cash for the job. Anyone with experience of shopping for domestic hi-fi will know that, when it comes to choosing new gear, it's an absolute nightmare trying to keep things reasonably within budget; whilst an endless list of models and specifications makes it extremely difficult to decide on what to buy.

In short, this feature aims to give you a clear understanding of the factors that need to be considered when upgrading your set-up, or even if you want to connect to an existing hi-fi but don't know how.

The UK SNES

The first thing you've got to consider is your current set-up. If you have a UK SNES, it's most likely that your machine is connected directly to the TV by means of an aerial lead (RF) connection. Unfortunately, using this coaxial lead means that the sound output of your TV will be in mono – even if your set boasts a 'NICAM stereo' decoder.

Only when using the multi-out socket from the back of the Super Nintendo can a proper stereo signal be derived. This is quite easily achieved by using Nintendo's own AV cable. The red and white RCA (phono) plugs can be plugged directly into the auxiliary inputs of an amp, while the yellow (composite-video) plug can be either left alone or connected to the appropriate input on the TV/monitor.

Incidentally, using this yellow connection for video doesn't provide the best possible picture, even if used in conjunction with the SCART adaptor (Nintendo's Euro Connector Plug) that fits on the end of the AV cable. The point of SCART is that it 'dismantles' the signal into Red, Green and Blue, providing a purer and clearer signal to a specified standard for improved picture quality.

So, the UK SNES owner has three possibilities for achieving stereo:

1) Direct SCART connection to a compatible stereo TV from the multi-out socket.
2) Direct SCART connection to a compatible TV and the AUX inputs of a hi-fi from the multi-out socket, using the special lead we've rigged up on the following page.
3) Standard RF (aerial) connection to TV, plus an AV lead from the SNES's multi-out socket to the AUX inputs of a hi-fi.

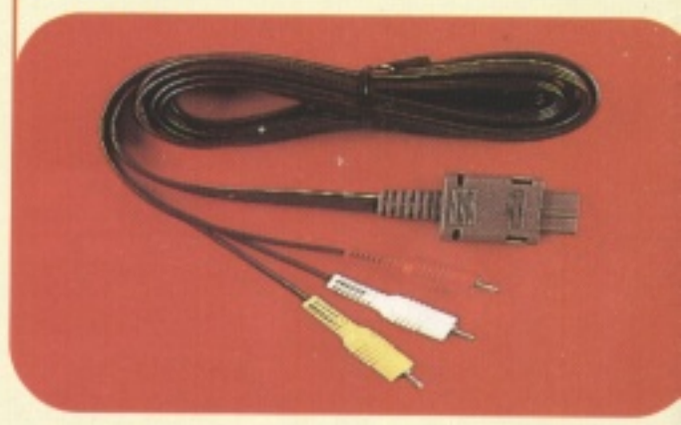
The US/JAP SNES

Owners of an imported Super Nintendo have a rather more difficult task ahead of them. Some w be using a PAL booster to get a TV picture: unfortunately this device duplicates the RF signa from a UK SNES (with the same mono sound results) whilst occupying the multi-out socket. T make the most of an import SNES, a SCART lead essential. The American and Japanese owner thu has two possible options for stereo sound:

1) Direct SCART connection to a compatible ster TV from the multi-out socket.
2) Direct SCART connection to a compatible TV and the AUX inputs of a hi-fi from the multi-out socket, using the special lead we've rigged up on the following page.

The Nintendo AV cable

Nintendo's own stereo AV cable is ideal for connecting your SNES to a hi-fi. It's available for £10 (or £13 with a Euro Connector Plug) direct from: Nintendo UK Entertainment Ltd, Parham Drive, Boyatt Wood, Eastleigh, Hants SO5 4NU.



The SCART (Euro-Connector) standard

If your TV has a SCART socket on the back (it'll look like the diagram right) then there's a possibility that you can plug your SNES into it – select the special AV channel to see the picture. Using a SCART lead gives greater clarity and definition, but it won't solve the UK PAL machine's problem of a squashed picture and black bars. This is caused by the machine running almost 17% slower than its NTSC counterparts. (Yes, I'm afraid that games are 17% easier to beat on a UK SNES...)

Finally, it's important to stress that SCART leads are designed for a particular machine. You should check that you're buying a UK SCART lead if you have a UK SNES, or a US lead for a US machine. Both types can be bought in this country for around £13.

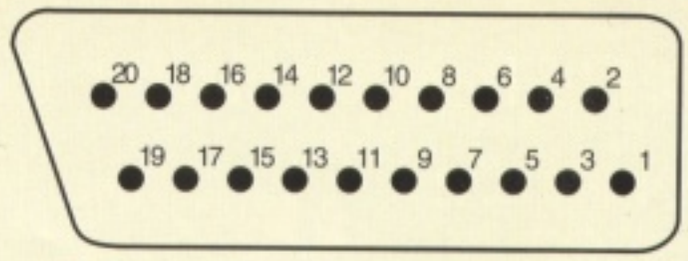


TABLE 1 – PIN CONFIGURATION

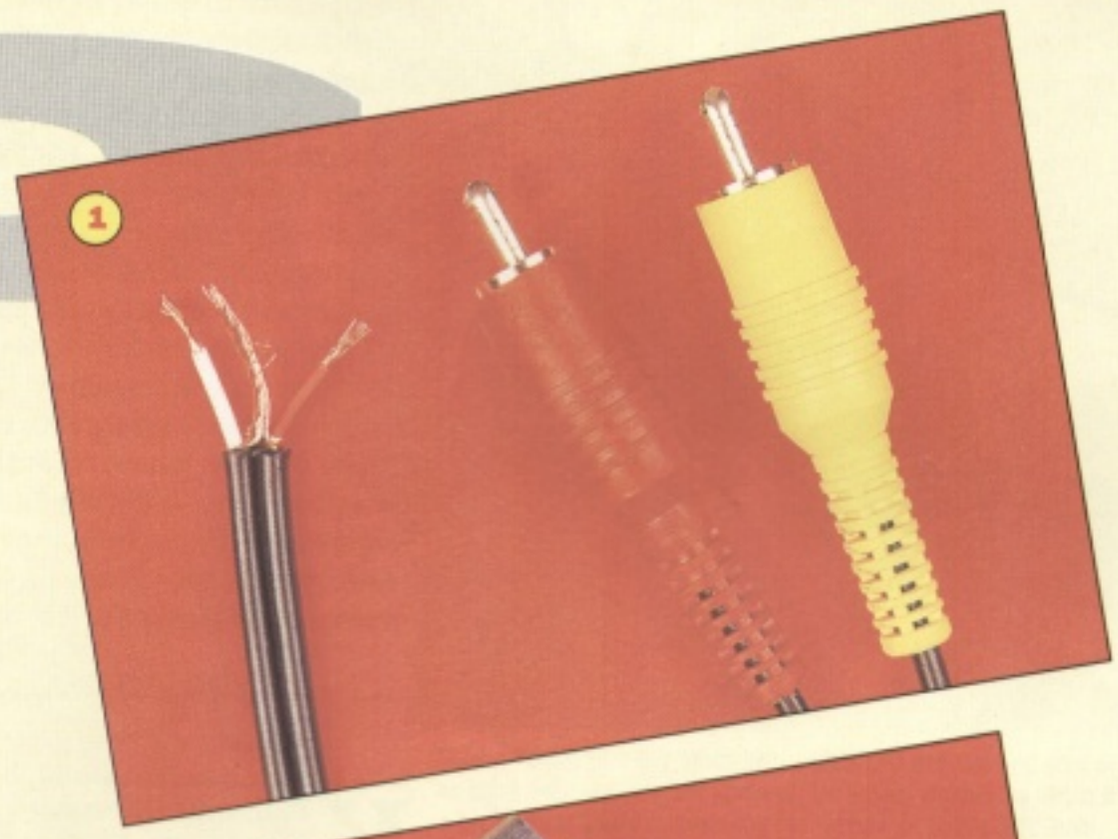
2 – Audio Left
4 – Ground
6 – Audio Right
7 – Video Blue
11 – Video Green
15 – Video Red
16 – Blanking (Fast Switching)
20 – Video Synchronisation

U BLESHOOTER

Make your own SCART/audio lead – a step-by-step guide

A soldering iron is a dangerous piece of equipment in inexperienced hands. Don't attempt anything unless you're proficient.

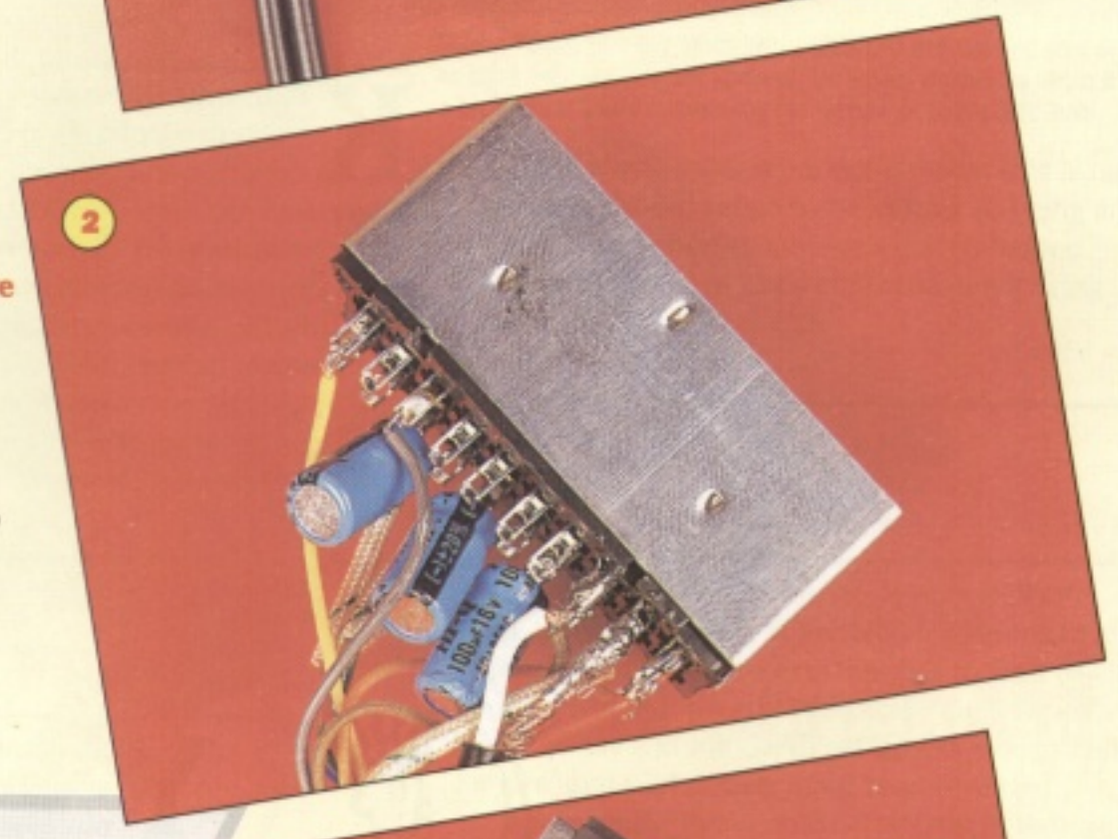
WARNING!



If you are using arrangement (2) for either type of Super Nintendo then picking-off the audio signals is rather more involved. You'll need a SCART cable (try calling importers or smaller retailers – Nintendo don't sell them) plus a twin audio cable with two RCA (phono) plugs from any electronic supplier such as Tandy's or Maplin Electronics plc (phone (0702) 554161, or pick up a Maplin catalogue from any big newsagents). You may have to buy phono plugs and wire separately, but fitting them together should be pretty straightforward.

STEP 1

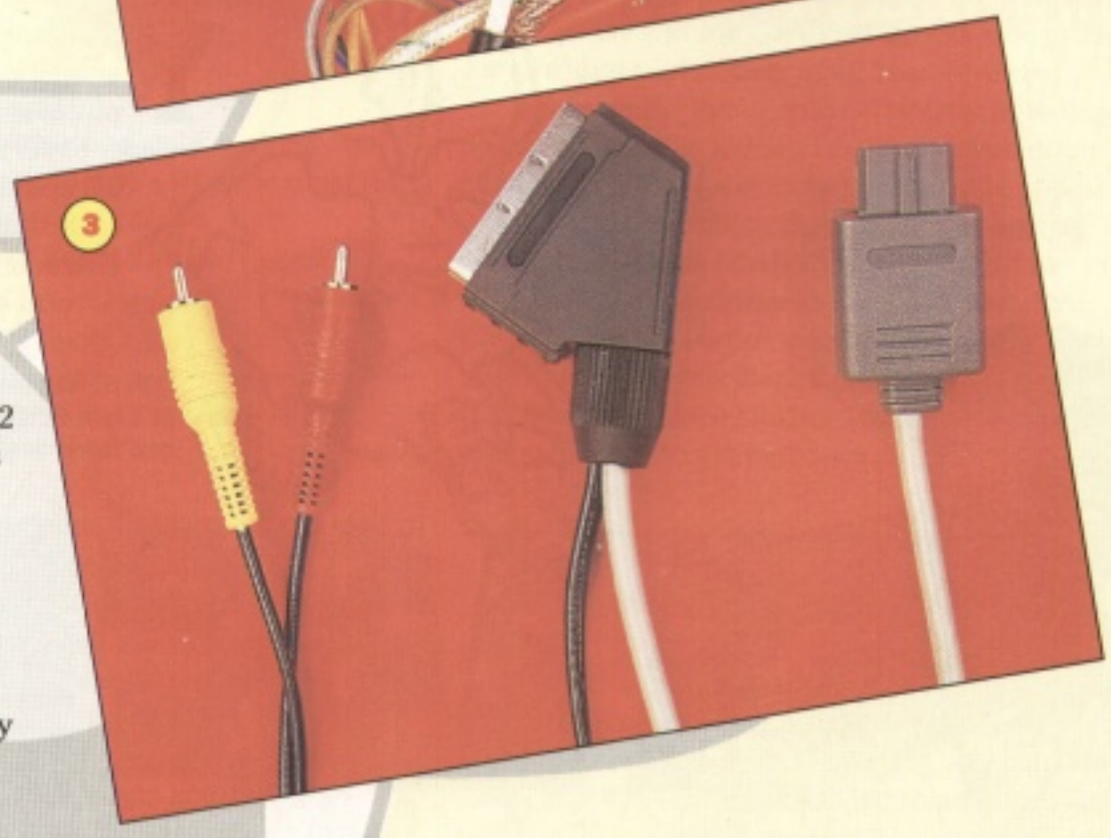
Take the audio cable with the RCA (phono) plugs at one end and strip back the insulation from the wires at the other end. The two screen wires should be soldered together, leaving the two centre conductors clear to carry the left and right audio signals. Obviously, these wires should be long enough to reach from your TV to your hi-fi.



STEP 2

Open up the SCART plug by unscrewing the black plastic retaining collar and prising apart the hinged black casing. Inside you'll find the 21-pin solder-tags for each connection (see table and diagram in box) plus three blue capacitors connected in series with the RGB signals. It's important to pass the audio cable through the retaining collar before you proceed, or you'll have to start all over again.

Now you're ready to solder the audio leads onto the SCART's pins. Consulting the diagram (left), connect the central conductors to pins 2 and 6 for left and right respectively; while the two joined screen wires are soldered together with the SCART lead screen, which is usually connected to pin 4 (here it's pin 4, although sometimes it's pin 17).

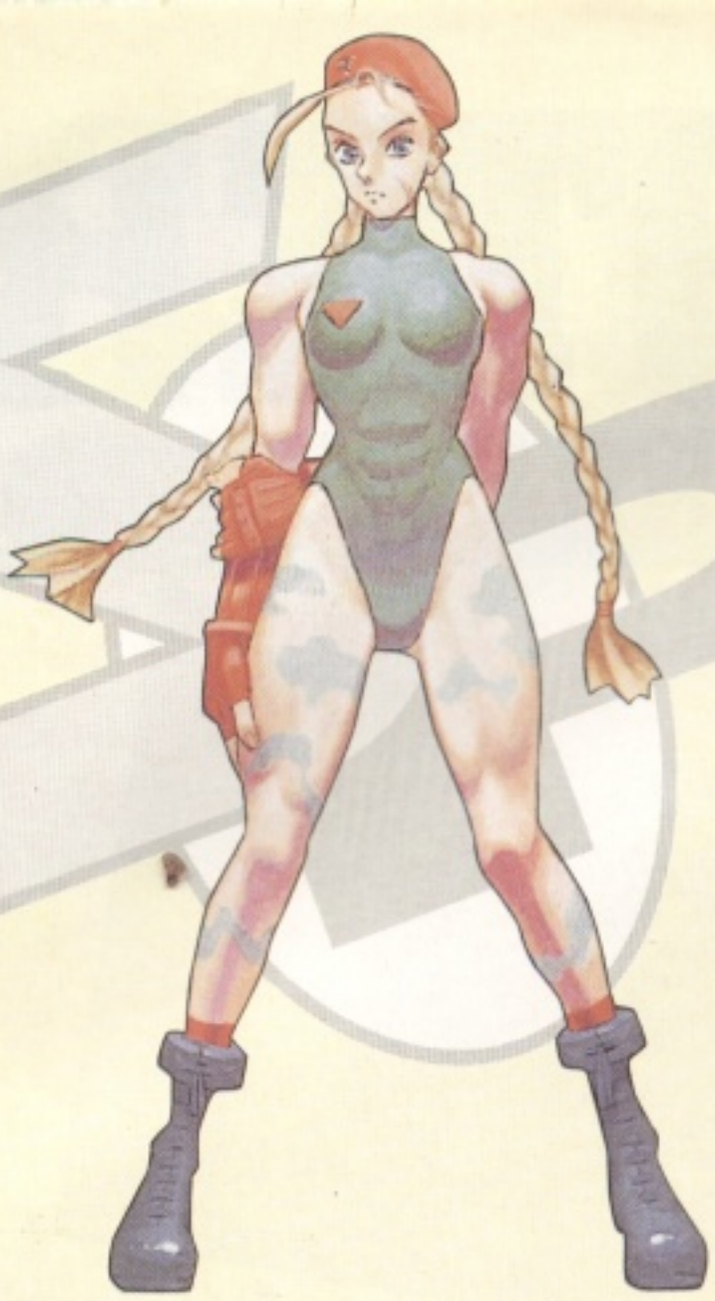


STEP 3

The whole assembly can now be closed up, and you should have a twin-screened audio lead coming out of the SCART plug, terminated by two phono plugs ready for use. All this might sound a bit confusing at first, but once you get hold of the parts and study your SCART connector carefully it does become much clearer. With a bit of common sense the job is quite straightforward.

Having derived the proper stereo signal from the SNES, you can now connect to the auxiliary (AUX) input of any audio amp. If you don't own some sort of hi-fi set-up, then you might consider investing in a pair of speakers or headphones and a cheap integrated amp. Or try the self-powered PC speakers (made by Acoustic Research, call Abacus Business and Computers on (0342) 303333), featured a couple of issues ago.

If you're still unsure and need more advice about connecting your SNES to a hi-fi, call the Nintendo ServiceForce on (0329) 243300.



America has got more cars and guns than us. And more SNES stuff too. So we asked our man in America, Neil West, what games 1994 has in store.

THE LAW ACCORDING TO NINTENDO

The Big N (that's Nintendo, not Nigel Mansell or Neil Tennant) has revealed the list of guidelines and rules that govern all of their software releases, and led to the famous de-goring of Acclaim's *Mortal Kombat*.

Nintendo have never been secretive about the fact that such a set of guidelines exists, but this is the first time that they have actively spread the word, as it were. So, then, what won't pass a Nintendo inspection?

Well, any games that depict drugs, cigarettes or alcohol are definitely out. As are games that feature any bare-breasted women or other equally sexually suggestive content. No language that is in any way sexist, racist or nationalistic will get through and (here's the *Mortal Kombat* nobbling bit) any 'graphic illustrations of death' including 'excessive violence' such as 'body dismemberment' meets with a big thumbs down.

To be quite honest, these guidelines can only be a good thing, and if *Mortal Kombat*'s best features are left on the cutting room floor as a result, well, it just proves what a sophisticated, quality game *Mortal Kombat* is without them.

FIDO DIDO BUBBLING UNDER

Kindly note the vague – in a crap sort of way – soft drink pun. Fido Dido is the pencil-drawn character used in the UK to advertise 7-Up. He's also set to star in his first SNES game courtesy of Kaneko early in the New Year. His mission (should you choose to accept it) is to turn the whole world cool by transforming every object he sees from boring black-and-white into colour. He never becomes coloured himself, of course because, as everyone knows, he reckons it's cool to be clear. Hmm.

MORE STREET FIGHTER II GAMES

Yes. More. As in 'not just another, but more in the plural sense'. Not only is *Super Street Fighter II* (the latest *SFII* coin-op to hit the arcades, featuring four new characters, a grapple – technical term – of new moves and, yes!, QSound™) being developed for the SNES, but sources close to Capcom have revealed that more *Street Fighter II* SNES games are planned for '94.

Whether the world needs another one-on-one beat-'em-up is a debate that can be resolved after about 0.001 seconds of thought, but at least if more are on their way Capcom will make a good job of them. There's no news at the moment as to what these new games will be or how they'll differ, but suffice to say you'll hear plenty about them after Capcom's likely announcement at the imminent CES show in Las Vegas.

Below: He's mean, he's hard and he's got feathers sticking out of his head. But nobody, NOBODY, calls a *Super Street Fighter II* character a bird-brain to his face. Unless they want to die...

Left: He may look cool at the moment, but he'll look a right prat when he falls over those carelessly untied laces.

AMERICA'S MOST WANTED

CHESTER CHEETAH 2

Kaneko plan to spring (kindly note the vague – in a desperate attempt to make up for the appalling Fido Dido gag sort of way – cat pun) Chester Cheetah once more upon the SNES-owning public when the star of *Too Cool To Fool* returns for his second adventure. Entitled *Chester Cheetah's Wild, Wild Quest*, this new game gives Chester the job of exploring (in a wander horizontally along, dodging obstacles kind of way) his way across the US. Out soon.

DAN THE MAN SAYS ENOUGH!

In sunny California, where reality has a funny way of living out fiction, the recent media outrage following the violence in such games as *Night Trap* on the Mega CD and *Mortal Kombat* (again, predominantly the Sega version) has led to a politician making a stand. And it looks like Nintendo have (perhaps unfairly) been bundled into his storm of protest.

Daniel Lungrun, the State's Attorney General, has written to Sega, Capcom and Nintendo 'to ask you to stop the manufacturing, licensing, distribution or sale of any video game that portrays graphic and gratuitous violence including, but not limited to, the games *Mortal Kombat* and *Night Trap*.'

He's not proposing any legal or legislative action as such, but is 'appealing to [their] sense of corporate and personal responsibility: either remove the needless violence from the games or remove the games from the market.'

How will Nintendo respond? And could this be the end of violent video games? It's doubtful. But we'll find out what Nintendo think next month...

Above: Young Merlin? More like a git if you ask us. And who does he think he's winking at? Anyway, let's keep on talking about him a bit more to avoid mentioning the picture of Garth, left. Doh!

THE DEATH OF SUPERMAN

Sunsoft (long-term veterans of the super-hero beat-'em-up game) have apparently bagged the license to produce the SNES game of the best-selling comic book 'event', *The Death Of Superman*. Quite who you get to play and to what end your quest will lead you (are you attempting to reverse the comic book's plot and let ol' Soops live to fight another day?) hasn't been revealed yet, but no doubt it'll all get sorted out in time for the game's release next year.

SOCKS ROCKS THE HILL

Bill Clinton is famous in the US for playing the saxophone (no, really), jogging and eating in McDonalds. Oh, he's also the President. But perhaps his most famous role to the geezer on the street is that of cat-owner.

Socks is the name of this First Feline, and now he's about to star in his own SNES game called *Socks Rocks The Hill*. Evidently, an ex-KGB agent (old enemies die hard) has planted a Rush Limb Bomb (bit of an in-joke by the Americans there. Rush Limbaugh is the name of a high-profile Conservative radio DJ and opposer of Bill Clinton's regime) in the Whitehouse and only Socks can save the day. So that's what he must do, under your expert control of course.

Expect to see *Socks Rocks The Hill* out on import any day soon.

VIRGIN GET THEIR SKATES ON

The teams at the US development HQ of Virgin Interactive Entertainment (as Virgin Games now like to call themselves) are beavering away on what they plan to be their biggest console game of next year. *Dynablazers* is the name of the game, and if you've never heard of it, well then that's because Virgin are doing the unthinkable and investing a decent amount of time, money and resources developing an original game. Not a film license, not a TV tie-in and not some lucrative sports personality game – but an original.

The Dynablazers are a team of roller-blading dinosaurs, and the game seems to be falling into the *Battletoads* style of adventure beat-'em-up. Except, unlike *Battletoads*, the emphasis here is on state-of-the-art animation. With the frame count well over the thousand barrier already, this is one game that should prove to be as near to being an interactive cartoon as anyone's gotten before.

Great things are to be expected. We'll bring you more news after CES.

AND MORE STREET FIGHTER II NEWS...

Street Fighter II, the movie, is now well and truly under way. Scheduled for filming in and around LA, there's no news as to who will be starring (though we still reckon *Wayne's World*'s Dana Carvey – in full Garth get-up – is a dead cert for Ken) but plot details have been revealed.

Supposedly, Bison enlists the help of Balrog, Sagat and Vega to kidnap Dhalsim – evidently Dhalsim is a bit of a scientist on the side and he holds the key to foiling Bison's plan to destroy the world. Anyway, as Dhalsim is whisked off to Bison's island hideaway in Thailand, Ken, Ryu, Chun Li and the rest of the good guys (not quite sure in who's camp Blanka pitches his tent) leap into fireballing, face-kicking, trouser-troubling action in a bid to get him back.

DUNE 2 HEADING TOWARDS THE SNES?

This isn't certain, but the success of Westwood's spice-collection wargame on the PC and Amiga has led to an improved Genesis (Mega Drive) version. Westwood's Louis Castle says that whilst nothing has been signed, there's a chance that the game will appear on the SNES in '94. This, if *Dune 2* on the SNES comes to fruition, is great news because the game is one of the best strategy games to appear on any console, er, ever. And it's got marvellous synthesised speech and some top explosions in it.

Extreme violence to fade...

R-TYPE III

This series of shoot-'em-ups has been kicking about for ages. Can yet another instalment present a worthwhile challenge?

Japanese Release

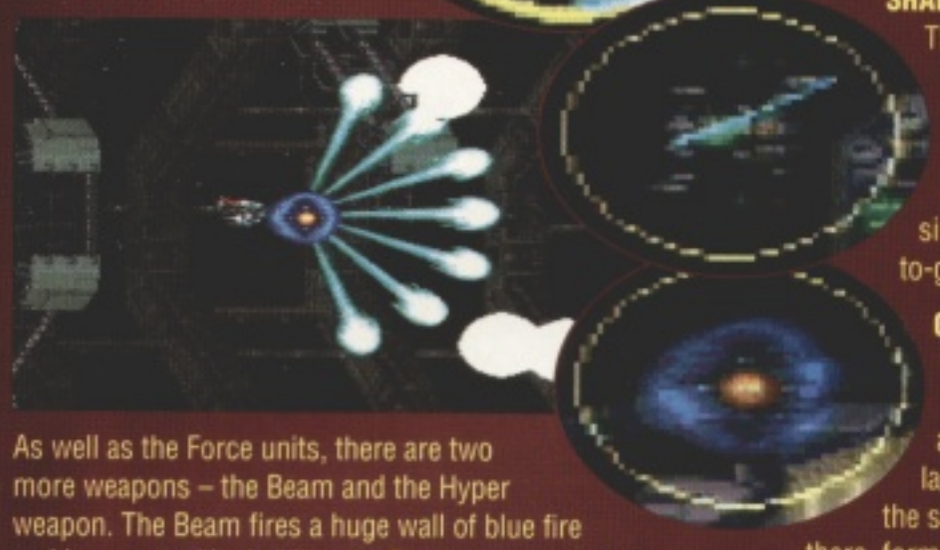
Game: R-Type III
Publisher: Irem
Developer: In-house
Price: £60-£70
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 16 Mbit

TOOL AND FIGHT

Before the action starts proper, you get a choice of three weapon systems in the shape of three 'Force' units. These are the big, bolt-on weapon pods that can be attached to the front or back of the ship. Press a button and they fly out to act like a drone. The three forms they take are:

ROUND FORCE

This is the Force unit featured in the previous two versions of the game, with air-to-air lasers, reflective beams and air-to-ground streams that hug the walls.



SHADOW FORCE

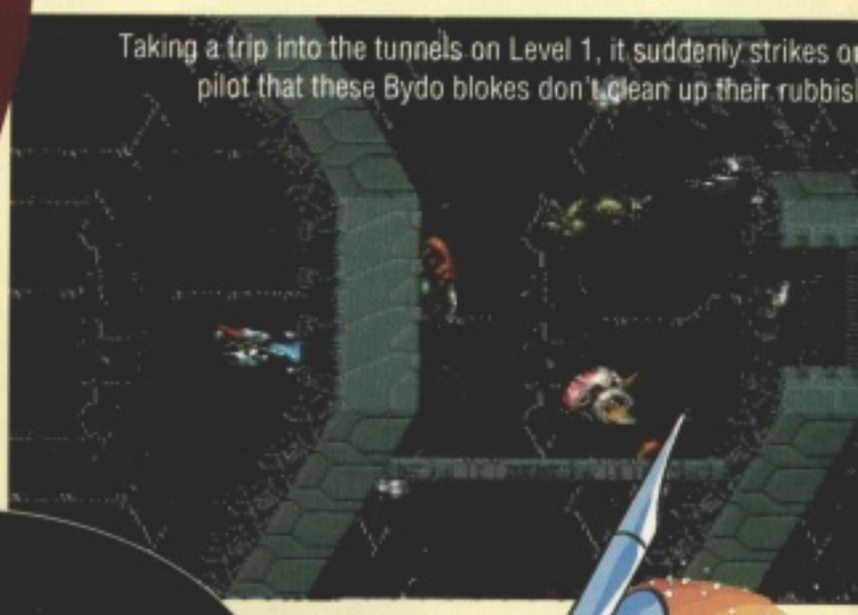
The first of the new systems, this offers two drones that follow your moves, reverse lasers, all-range lasers and guide lasers (which are similar to the Round Force's air-to-ground fire).

CYCLONE FORCE

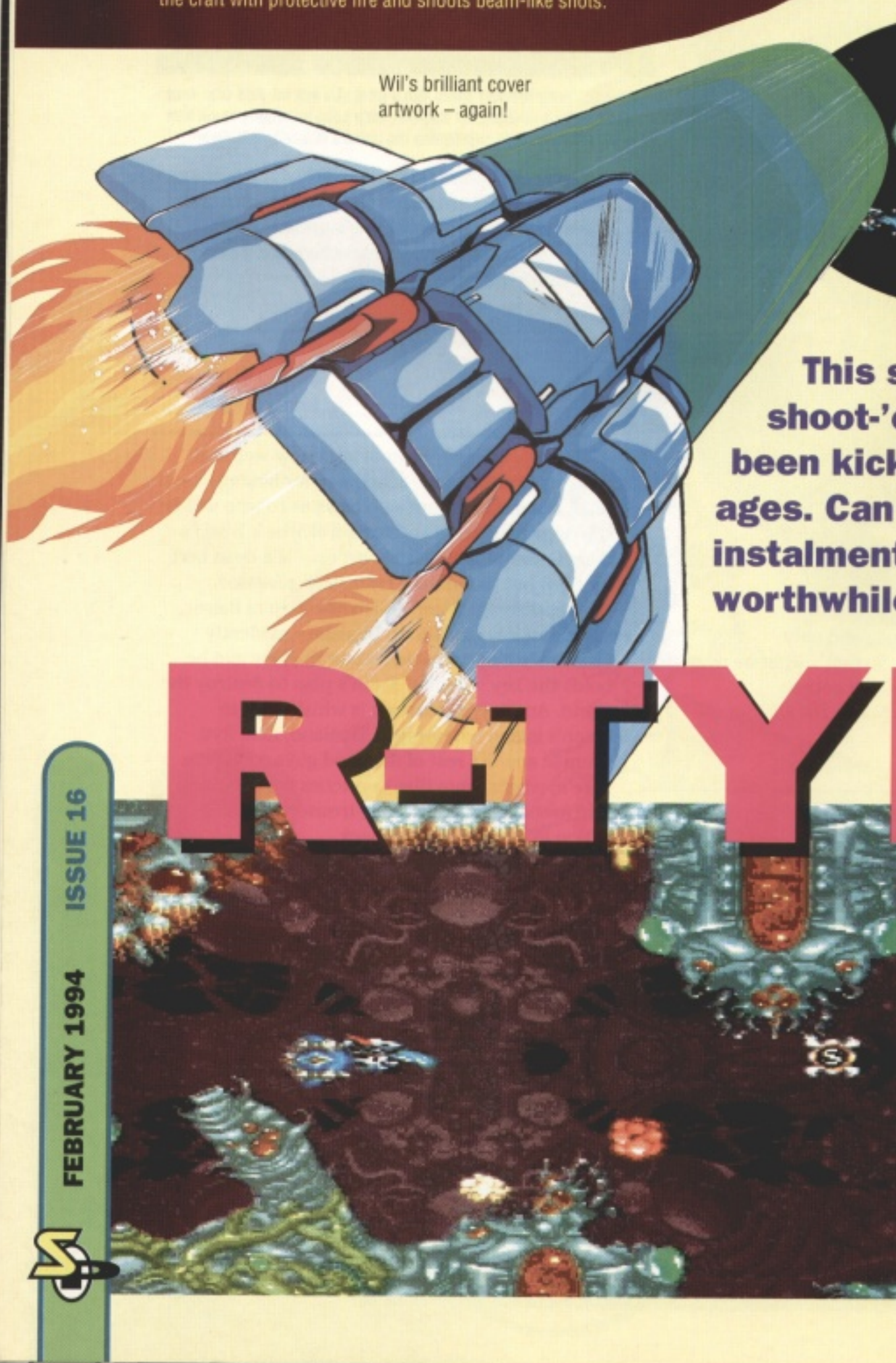
Gives you V-beam through lasers, splash shots and a twin-stream capsule laser which is put on the screen and stays there, forming a deadly yellow beam.

As well as the Force units, there are two more weapons – the Beam and the Hyper weapon. The Beam fires a huge wall of blue fire and is accessed by holding the Fire button till the gauge fills up with red. The Hyper weapon is accessed in the same way, but you first have to press the Hyper button. It sends a burst of lasers across the screen, then circles the craft with protective fire and shoots beam-like shots.

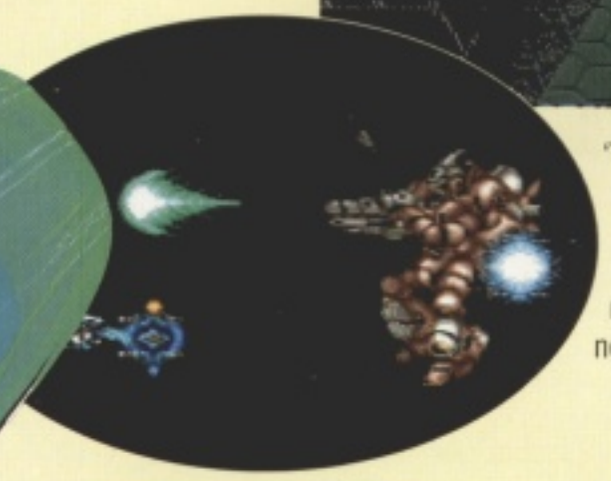
Scream into the battle
Yaaaah! Yeeehaa! O
no! Where are th
brakes? Aaaarrgh



Taking a trip into the tunnels on Level 1, it suddenly strikes o
pilot that these Bydo blokes don't clean up their rubbis



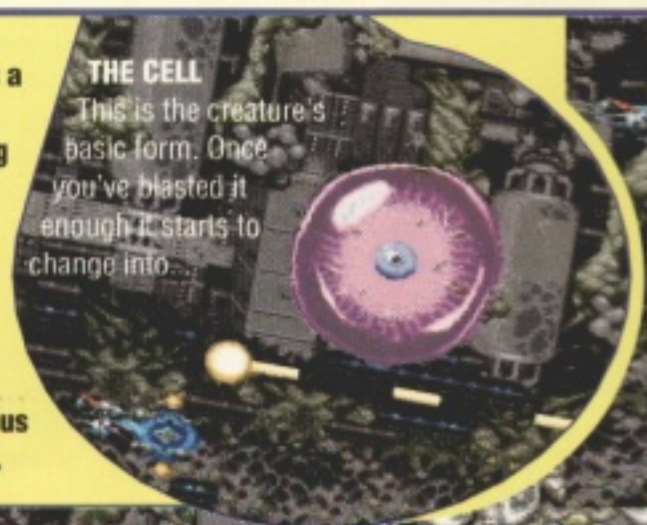
Wil's brilliant cover artwork – again!



'Take it easy mate, I didn't spill your pint. Er... Time for me to leave now, I think.'

ROBOTS IN DISGUISE

At the end of Level 5 is a very nasty opponent. Rather than just pelting you with weapons and leaving you to find the weak spot, this one changes from one enemy to another, going through all the guardians in the previous episodes of the games.

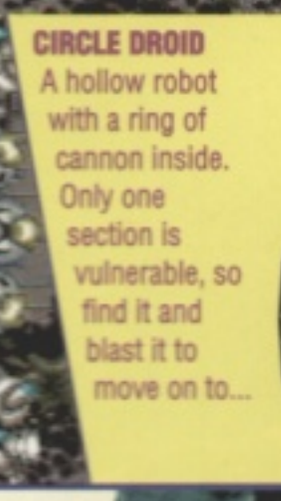


THE CELL
This is the creature's basic form. Once you've blasted it enough it starts to change into...

THE BYDO REPTILE
With it's Alien-like head and whipping tail, this is a nasty piece of work. Shoot its guts out to reveal...

THE WARRIOR CRAFT
Only opens its defences briefly to fire harpoons, spread shots and homing missiles at you.

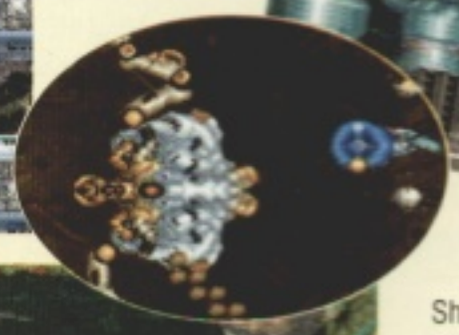
STUMP CREATURE
This swine resembles a tree-stump with a large snake that emerges from the tubes to attack you. Blast the eye on top and the thing becomes...



CIRCLE DROID
A hollow robot with a ring of cannon inside. Only one section is vulnerable, so find it and blast it to move on to....

THE FINAL CELL
After going through its disguises, the blob returns to it's natural form. Kill it, quick!

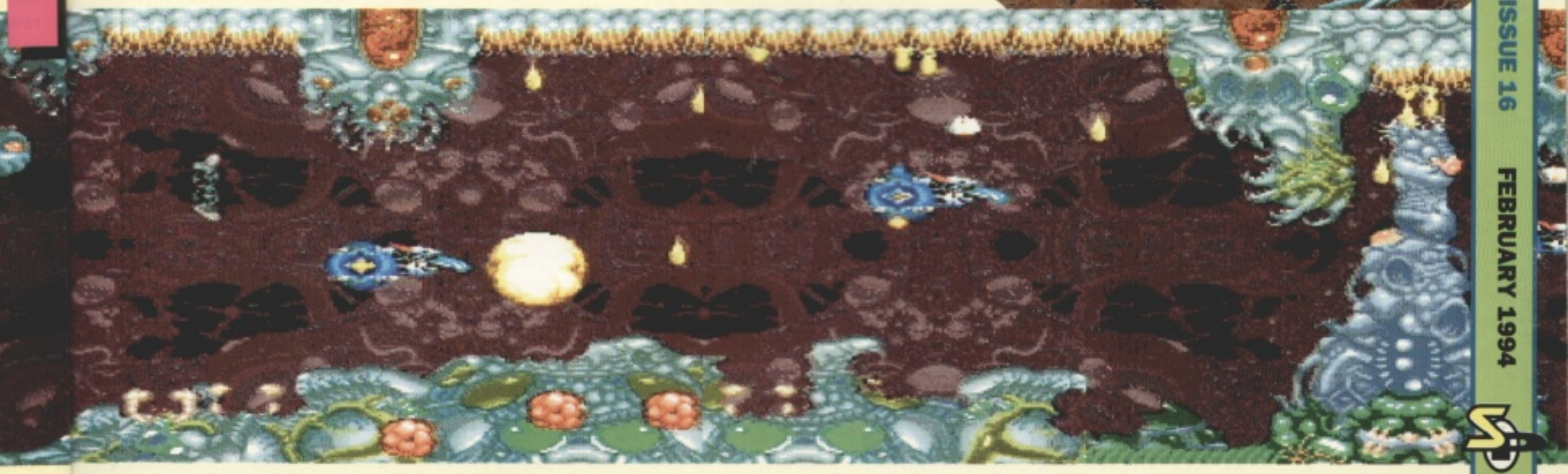
Things aren't pleasant when nasty aliens are chasing you (left). It could be worse – you could be caught in a compactor (right) or fighting a spider (below).



Yes indeed, there are vertical sections in this instalment of the *R-Type* series. Filling them with cannons and robots isn't very friendly though.

Ah, this would be the interesting genetic phenomenon of spermatozoa. But are they supposed to be that big? Best shoot at them with the big guns then.

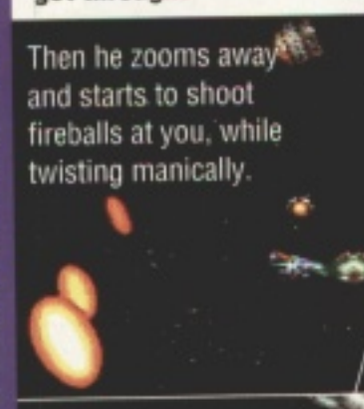
Show that tricky Mode 7 blighter a thing or two with *this* baby.



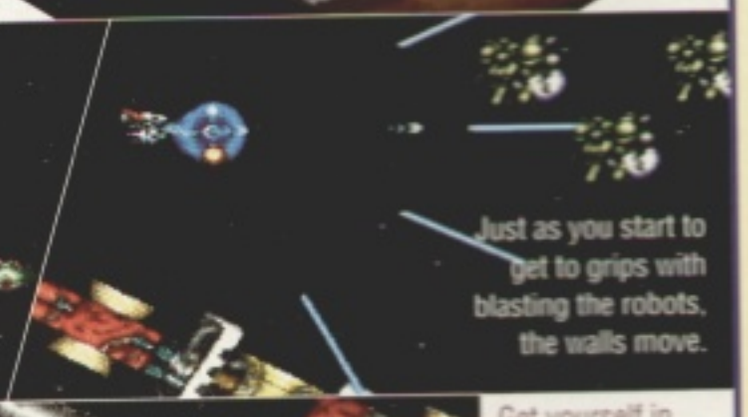
JUST LIKE A TWISTY, TURNY THING

Instead of just getting you to fly from one side of the level to another, *R-Type III* offers a twist (literally) on things. Some sections use Mode 7 to rotate areas and enemies, making them quite tricky to get through.

At the end of Level 1, this monster zooms out of the distance and tries to trash your ship.



Then he zooms away and starts to shoot fireballs at you, while twisting manically.



Just as you start to get to grips with blasting the robots, the walls move.

Get yourself in the right place before this tunnel section starts to turn, otherwise you'll be mercilessly trashed by the steel pipes.

Navigating your way through the deadly jet streams is no mean feat (above), but then again, avoiding a snake is no picnic either (left).

GOOD, BAD OR UGLY?

Irem's classic coin-op (*R-Type*, for the hard of thinking out there) came out a good few years ago now and *Super R-Type* has been available to SNES owners for almost as long. Okay, that's not strictly true, but it was one of the first games released for your favourite machine. *Super R-Type* was based on the *R-Type II* coin-op and did a fairly good job of converting the arcade hit to the home. There were some problems, such as patchy action, jerky scrolling and the dreaded slow-down. Add to these problems the fact that we can all say '*R-Type*? Been there, seen it, done it,' and you've got a game that's a bit lacking compared to more recent shoot-'em-ups.

Fortunately, *R-Type III* manages to work its way around these problems. The graphics are much better, with smooth scrolling, wild aliens and some very impressive touches (particularly the good use of Mode 7 on some of the end-of-level guardians). Right from the intro, which shows the drive of the R-Type engine before zooming out to show the craft blazing through space, you know this is going to be a looker. There's no screen slow-down either, which keeps everything flowing at a decent enough pace.

There's even a bit of variety in the way the levels are constructed (what will they think of next?). Instead of bombing along from left to right, some levels have vertically scrolling sections, Mode 7 rotating screens and Level 4 even starts scrolling backwards (which is a right git, I can tell you – especially when you're trying to avoid cannons, robots and streams of jet-engine exhaust).

So what about that bugbear about it being an old theme. Well, it's still recognisably *R-Type*, that's for sure, but just about every theme explored in the previous games has been expanded upon or improved in some way. For a start you've got three weapon systems to choose from, which gives everything a new feel even if you've played and completed the other games. The end-of-level guardians are a lot cleverer as well. It's not just a case of hitting a particular hot-point any more. You have to discover a particular method of getting past all the defences.

Taking the game in its own right (to be fair), it's a pretty decent shoot-'em-up. It's as simple as that. The controls are well designed, giving you the option of setting up your own lay-out so that it's as comfortable as possible, and the whole thing just feels right. Even though there are infinite continues, it's not going to be a breeze to finish. In fact I'll wager that you'll need to cram in a good few hours before you get a respectable distance through it – never mind finish it. Sure, it's not going to win any awards for originality, but that's hardly surprising. Come to think of it, you can forgive *R-Type III* for this point more than you could some of the more recent shoot-'em-ups to be released. After all, all those clones are just ripping off the ideas that Irem put into *R-Type* in the first place.

All those ideas may be getting a bit old now, but when they've been twisted, moulded, morphed and improved to produce a game as impressive as this, what does it matter? Ignore the lack of anime-style graphics and *Gundam* robots. This is a very playable blast with a strong challenge. I'll take half a dozen.

● Maff Evans

GRAPHICS	SOUND	GAMEPLAY
83%	71%	89%
GAMELIFE	OVERALL SCORE:	
79%		83%

VERDICT: A bit of a hackneyed theme, I know, but it's a very polished presentation with some great, frantic action and enough challenge to keep even hardened veterans of the shoot-'em-up bashing away for quite a while. Even if you've got *Super R-Type*, play this. It's been improved to make a more satisfying blast.

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MEPLAY

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VIC TOKAI

TIMESLIP

An alien force have slipped back in time, to conquer Earth .....

Only one man can save the world before it's too late .....

Don't let Time Slip you by, take aim now!

Original Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

VIC TOKAI

Tokai House, 9 Duncan Close, Moulton Park, Northampton, NN3 6WL Tel: (0604) 671415

Japanese Release

Game: Actraiser 2
Publisher: Enix
Developer: In-house
Price: £50-£60
Release: Out now
Players: 1
Cart ROM: 12 Mbit

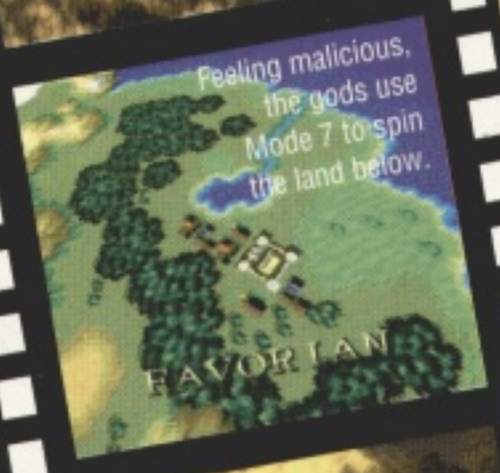
The impressive orchestral score is, once again, the work of top Japanese game music composer Yuzo Koshiro. He's also supposed to have been involved with the game's level design. Er – don't give up the day-job, Koshiro-san.

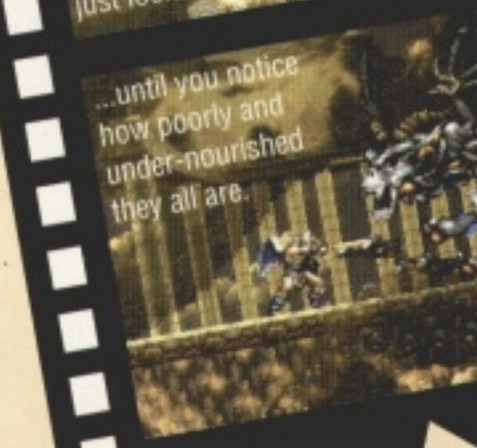
ACTRAISE

The Avenging Knight-Angel with the slightly-nonsensical-when-you-think-about-it name is back. For vengeance, presumably. Or perhaps he just forgot something.

CARRY ON UP THE NIBELUNG

That film strip can only mean... an intro sequence! Where we give away the good bit, alas.





HUMBLE ORIGINS

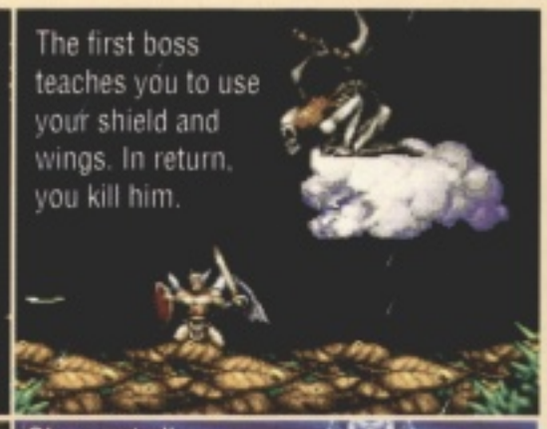
The first *Actraiser* game squeezes hack-'em-up action and god-sim strategy into just 8 Mbit. Although it is a bit easy to finish, the central concept is a superb one and involves the cleansing of demon-infested lands to allow a human population to flourish.

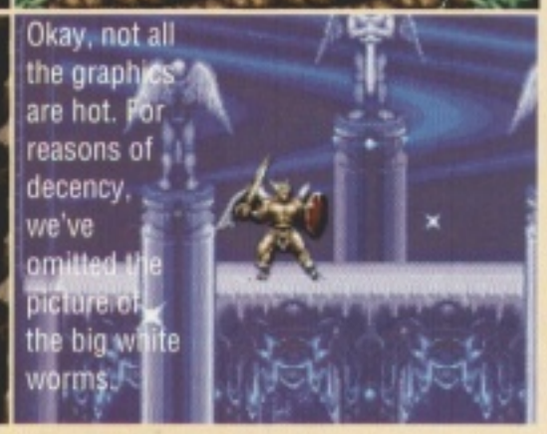
Each realm has two 'acts' of slice-and-dice monster-bashing. After the first act you gain two Adam and Eve characters who go forth and multiply.

Your people build towns and villages under your guidance and protection, and their prayers and offerings empower you to perform miracles for them.

Whilst watching over your people, your plans are carried out by a little cherub. When the final demon lair is destroyed the people can control their own destiny.

ACTRAISER 2





FOOLS RUSH IN...

Actraiser's earned his wings since the first game, and he's a bit nifty with them too. Using combinations of Jump, Attack and the D-pad, a host of tidy moves can be brought to bear against the demon hordes.

A well-placed shield protects you from missile assaults. Placed over your head, it deflects falling rocks and fireballs – and it keeps the rain off.

On the sorcery side, the most accessible spell is the Fireball. It's weak, but the spreading flames can't fail to hit the target.

GOOD, BAD OR UGLY?

Hear me, O my people. In the beginning was the game, and the game was called *Actraiser* (praise it, with great praise!). It mixed action and simulation, and through this blessed unity did transcend the two. Its people worshipped it, and prayed for a second coming. And so it came to pass that a sequel was created, in answer to the prayers of the people. *Actraiser* the second descended from the heavens, assuming a material corporeality so that the inhabitants of the earthly plane might play and enjoy it. And lo – they found it to be a bit crap.

I'd like to quote Paul Bowler, Enix of America's sales manager, from a recent press release: 'We feel an action game caters to the largest available audience. Although we liked the concept of combining two very different formats, we felt there was a larger demand for the highest quality graphics and music a SNES game had to offer.' In other words, they thought they could sell more cartridges if they abandoned the gameplay and concentrated on flashy presentation. It also implies that the majority of SNES owners are rather stupid, preferring a platform game to something slightly more complex and involving.

I tried to keep an open mind. After all, the creators of the first game were involved, and with three years of experience under their stylish leather soulbelts they might be just the people to come up with the definitive platform slash-'em-up for the SNES.

The game has a truly impressive opening – our winged hero cleaves the stratosphere with his sword, whilst shafts of sunlight pierce through the clouds in the manner of a Michelangelo mural. The music also pushes the SNES to its limits, with a full stereo score reminiscent of Wagner or some other over-inflated Teutonic romanticism. It's the sort of intro that has you itching to get started.

Strangely enough, that's the exact same point at which the disappointment sets in. Your hero has a range of special moves and attacks, all of them needing skill and practice. Magic points permitting, he can also perform offensive spells against his foes. It all looks good, until the monsters descend upon you in droves: then you appreciate the limits of the gameplay. Walk, hack, walk, slice, walk, hack. And, occasionally, if you're lucky, walk, hack, jump, hack.

There are no puzzles, no secret bits, and nothing remotely taxing to the brain (which is, after all, what Enix wanted). The pacing of the games is uneven, the enemies are incredulously stupid, and most of the bosses are so ludicrously easy that you'll jump back in your seat and think 'was that it?' Having killed them, they just fizzle out – no big rewarding explosions or animated death throes for your troubles.

Difficulty levels? Well, sort of. Put it on Hard and the monsters take more hits, reappearing three seconds later (yes, a screen can reset whilst you're still in it!). Sometimes a ghost will materialise on top of you, but when it's not easy it's just plain frustrating. There's no challenge here at all, and most of the time a simple sword-hack makes your special attacks redundant.

Bad call, Enix. *Actraiser 2* is a real let-down, and you'd be better off reading a Michael Moorcock novel whilst listening to *Tristan Und Isolde*. Am I alone in perceiving a marked down-turn in the quality of recent SNES games? Is it because the marketing people, not the innovators and designers, are now calling the shots?

● Zy Nicholson

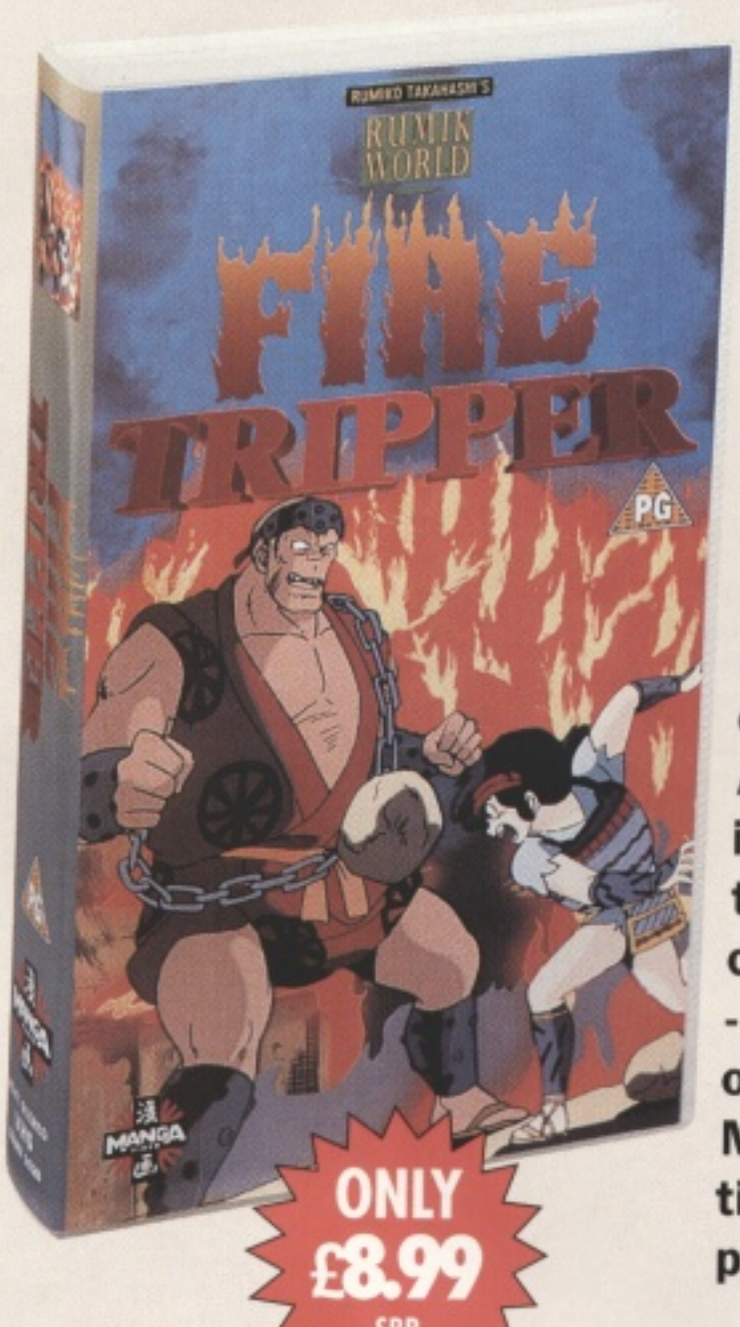
GRAPHICS	SOUND	GAMEPLAY
91%	95%	72%
GAMELIFE	OVERALL SCORE:	
54%		69%

VERDICT: **A disappointing step backwards. It might boast 12 megs of audiovisual splendour, but shouldn't there be a game in there somewhere too?**

FIRE TRIPPER

RUMIKO TAKAHASHI'S

RUMIK WORLD



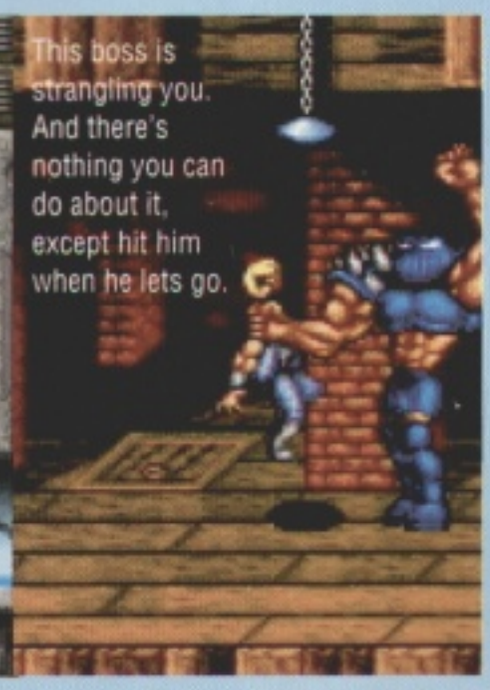
ONLY £8.99 SRP

A superbly animated episode from Rumiko Takahashi, one of Japan's most popular comic-writers.

A massive gas explosion in modern-day Tokyo throws seventeen year-old Suzuko back in time - 500 years into the past and onto a death-strewn battlefield. Mystery, tragedy and disaster befalls her as time unravels amidst the roaring flames of past and present.

BATTLETOADS DOUBLE DRAGON
THE ULTIMATE TEAM

Hitting people with sticks. A classic idea, and one which reaps astounding rewards in *Battletoads*.

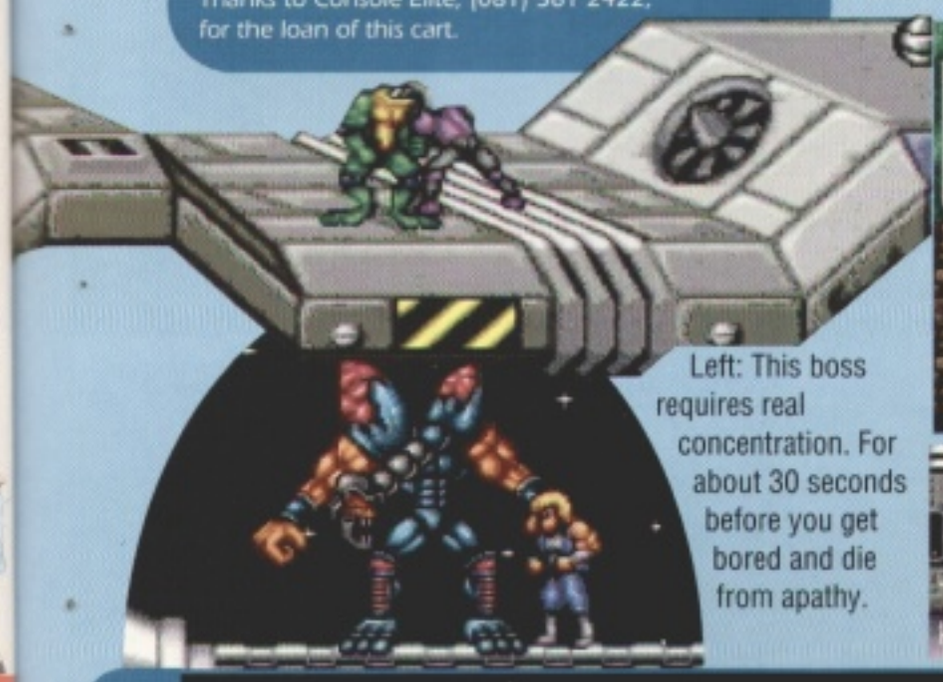

This boss is strangling you. And there's nothing you can do about it, except hit him when he lets go.

US Release

Game: Battletoads Double Dragon: The Ultimate Team
Publisher: Tradewest
Developer: Rare
Price: £50-£60
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

Thanks to Console Elite, (081) 561 2422, for the loan of this cart.

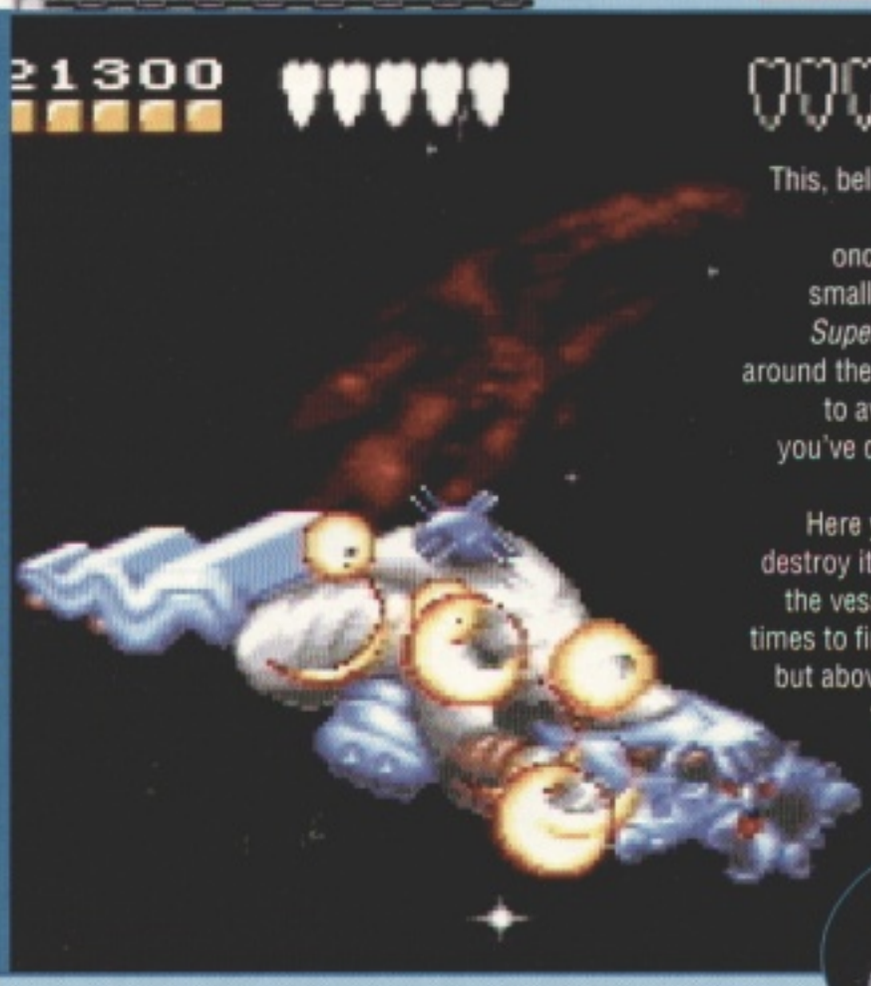
Where's the Biactol™? Jimmy and Billy are suffering from Zitz, Rash and Pimple...


Left: This boss requires real concentration. For about 30 seconds before you get bored and die from apathy.

Here are the lads. Oh what a waste of time...

This bossette is one of the worst. She keeps rematerialising, annoyingly.

THE ASTEROIDS BIT



This, believe it or not, is the best part of the whole game. You must blast the oncoming asteroids into progressively smaller and smaller fragments (a bit like *Super Pang*). These fragments can wrap around the screen, forcing you to move about to avoid and destroy them. Then, when you've dusted off enough rocks, you get to work on the big rat-infested ship. Here you must shoot each laser turret to destroy it, before attacking the main body of the vessel. This has to be repeated several times to finish it off. It's quick, slightly tricky, but above all FUN! Why couldn't the rest of the game have paid homage to this simple three-letter word?

GOOD, BAD OR UGLY?

There isn't a lot of point to going into the plot of *Battletoads Double Dragon*. But just so you've got some info, the fiendishly clever idea is this: a load of rats have suddenly got clever and built several large spacecraft. They've gone into space to dominate, er, something or other. And you (and possibly an easily-bribed chum) must play one or two of the five main characters in a bid to stop the nasty rodents.

For the most part this is a traditional, simple, scrolling beat-'em-up. You slap folk repeatedly until your fists or feet grow massive and you dispatch them. The screen scrolls as you walk and it happens all over again. After a seemingly unmeasurable amount of time, you'll reach a bit where you either have to throw dynamite through a window at someone, or you get to a mini-boss. Either way, you're in for the exact opposite of a treat.

The problem is, you see, that the game is incredibly boring. You only need to hit the punch button and walk around for a while. There are no special moves that you can control, and the only variations in the combat come when you meet a boss who requires you to jump as well as punch. And that's it.

The dynamite-throwing bits are pretty dreadful as well. You collect the sticks before they explode, then hurl them back towards the thrower. After a bit you'll hit him dead on and he'll blow up. And that's it. Time for some more boring fighting.

The best bits, in fact, are the asteroidy sections. There are two of these. You get a little spacecraft which you must manoeuvre around the screen to avoid the large chunks of rock. Blast them into smaller, faster and more numerous chunks of rock and blast those into oblivion. Simple, yet more fun than the rest of the game put together.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
75%	68%	34%
GAMELIFE	OVERALL SCORE:	37%
39%		

VERDICT: This really is a waste of time. It comes to something when the best part of a new Super Nintendo game is the small section which replicates a 1970s arcade hit. Tch!

A typical level. This is known as 'Tool World' because it has lots of tools in it. Hey, apt or what?

For instance, the hammer (below) is about to attack Zool (left). He's taking evasive action by standing like Lee van Cleef in *The Master*. Good move.

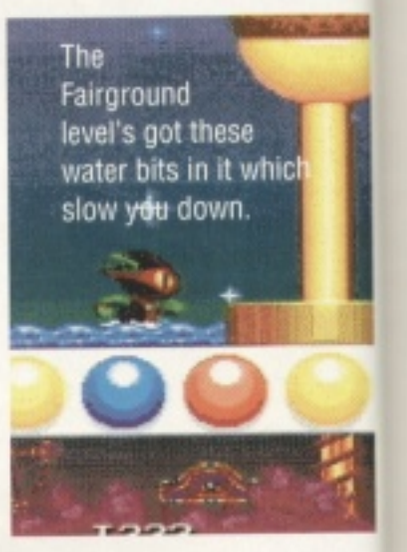
ZOOL

UK Release

Game: Zool
Publisher: Gremlin
Developer: In-house
Price: £TBA
Release: June/July
Players: 1
Cart ROM: 8 Mbit

The ninja from the nth dimension has seen off its rivals on the Amiga and ST, but can it do the same on the Super NES? Er, no actually. So don't bother reading on.

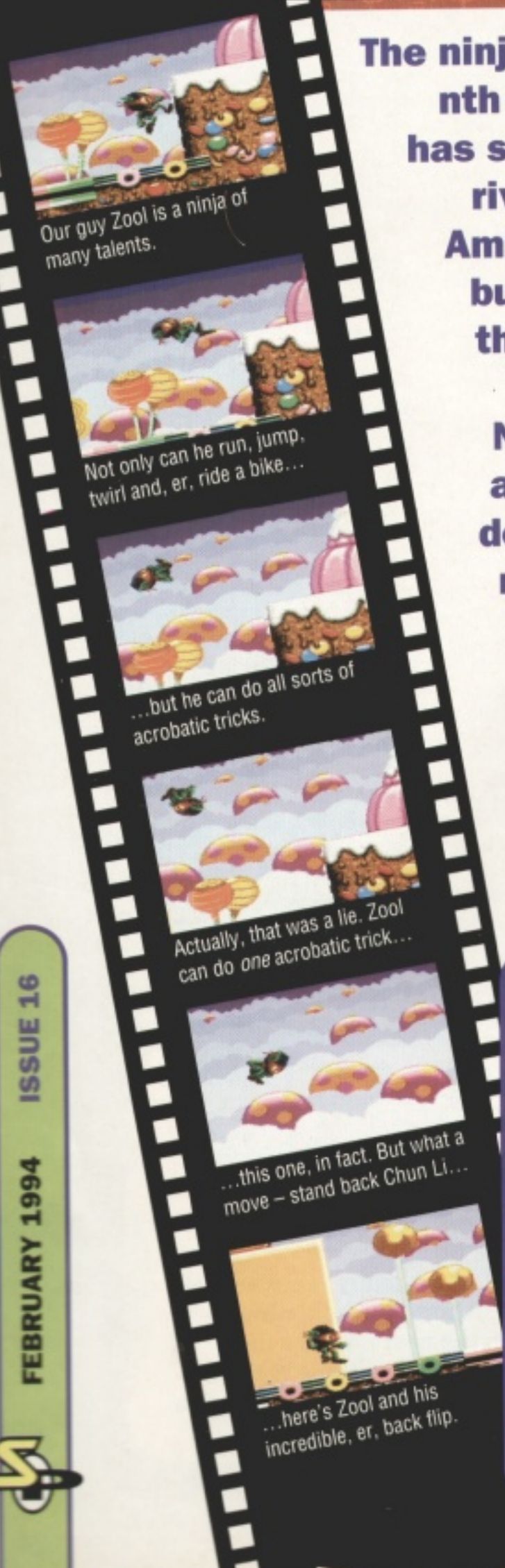
Sweet World is great. Lots of cake, sweets and icing, with lashings of Franzipan™ and a cherry on top. Oh, and some Smarties™.



You can tell these clowns are about to pop up because they go 'Heeurgh!'.

And here we have Fruit World, complete with a slippy-slidey slope.

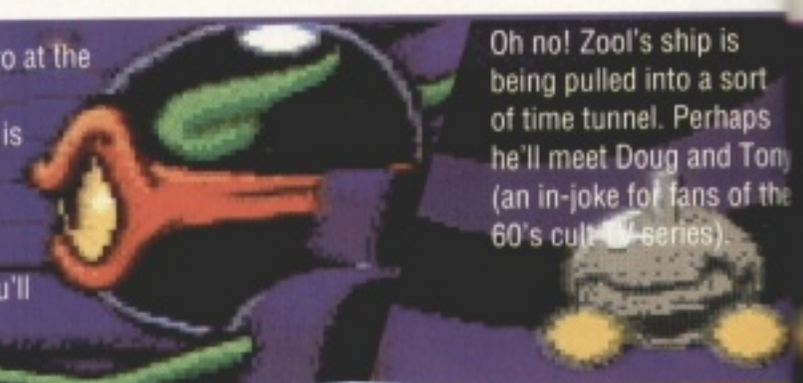
The Fairground level is also by far the most colourful in *Zool*.


Our guy Zool is a ninja of many talents.
Not only can he run, jump, twirl and, er, ride a bike…
…but he can do all sorts of acrobatic tricks.
Actually, that was a lie. Zool can do *one* acrobatic trick…
…this one, in fact. But what a move – stand back Chun Li…
…here's Zool and his incredible, er, back flip.

HURRAH! AN ANIMATED INTRO...

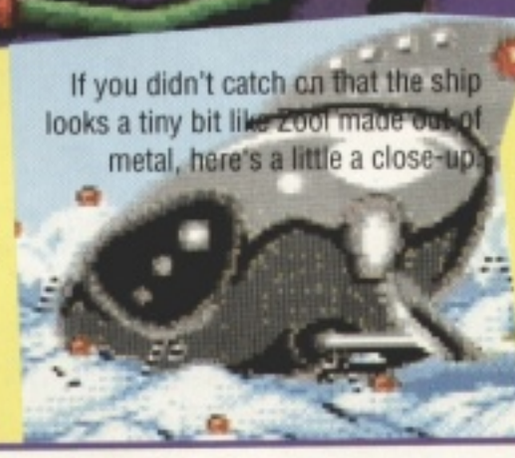
As you might have guessed, *Zool* didn't just 'happen'. Lots of hard work was done to invent a believable storyline explaining just how Zool happened to be on this make-believe world.

Here's our hero at the controls of his spacecraft, which is going a bit haywire and shaking about the place. Waggle the mag up and down and you'll get the general effect.



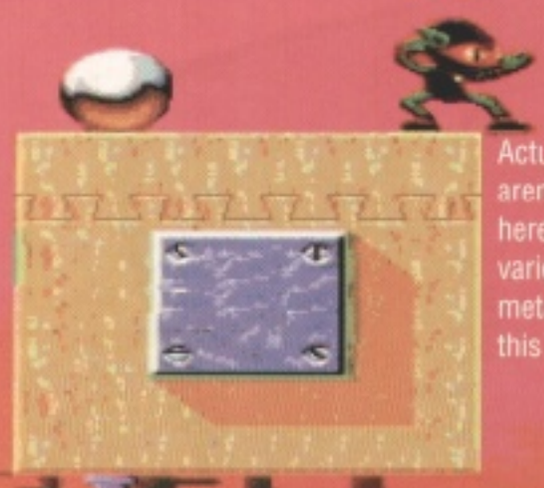
Oh no! Zool's ship is being pulled into a sort of time tunnel. Perhaps he'll meet Doug and Tony (an in-joke for fans of the 60's cult TV series).

Zool approaches the surface of Ear… the planet, not even breaking a sweat as he glides smoothly towards the soft, erm, icing.



If you didn't catch on that the ship looks a tiny bit like Zool made out of metal, here's a little a close-up.

This bit's nicked from James Bond. Except the view's from inside Zool's ship, not down the barrel of a gun. And Zool doesn't get shot because then you couldn't play the game.



Actually, there aren't only tools here, there's also a variety of other metal things, like this steel ball.

While large metal plates like this spit nasty blobs of black oil at you. What imagination. Or should that be 'What imagination?'

Fruit World has this slippy-slidey slope which is fun to ski down, but getting back up is pretty tedious.

The Music level's quite boring, too. Here Zool's carried upwards by the notes emanating from a tuba.

Back to boring. The graphics are good, the scrolling's great, but the gameplay's the same as before.

BOSS-MAN THINGIES

There are loads of really ugly and downright poor things to say about Zool in his platform hell, but hey, there are some good points too. The end-of-level baddies, for example, make finding the end of a level in *Zool* a real treat.

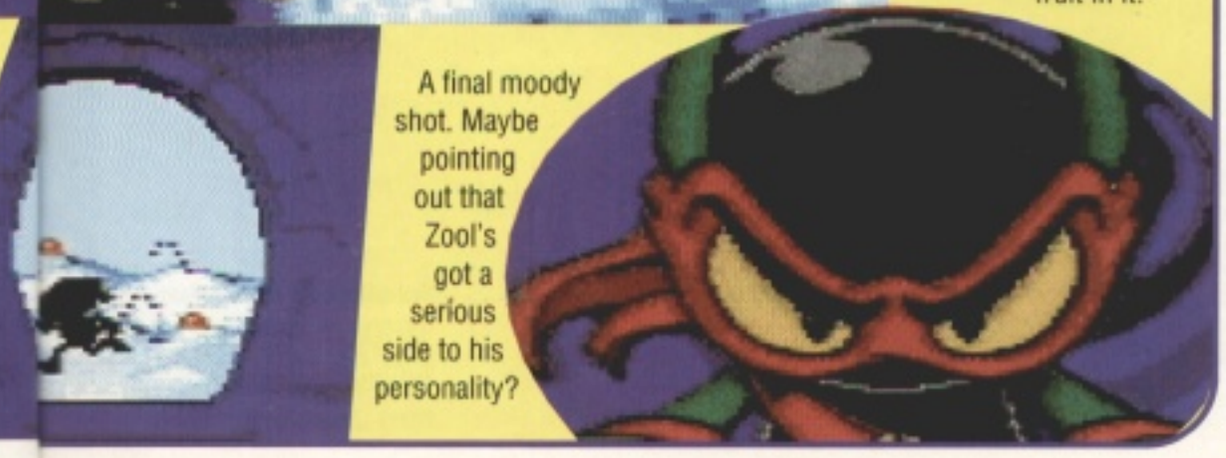
HUMBUGGER
The first Boss, the Humbugger has a large payload of liquorice bombs which it tries to drop on your head.

CACTUS MAN
He's armed with sharp needles and a high-powered tomato thrower. More than a match for a small ninja it would seem.

BANAN-ANANANAMAN
You can only shoot this big punk banana on his peeled bit, which makes the going pretty tough.

INDESCRIBABLE BUG-EYED THING
This boss appears in the fairground level. Just take one look at the picture and you're away.

Back to the story. It seems Big Z's approaching a planet which looks uncannily like Earth. Funny, that. Anyway, it can't be Earth because it's got fruit in it.



A final moody shot. Maybe pointing out that Zool's got a serious side to his personality?

GOOD, BAD OR UGLY?

So, you've read the books, you've worn the badge, and you've eaten your sarnies out of the super-blue spikey lunchbox. Now you can play the game with the excellent, er, Sonic the Hedgehog. OK, that's a different story. Or is it? *Zool*'s a game which was originally hyped to become the darling of the Amiga, the rival of *Mario* and *Sonic*, the game which would take the 16-bit computer to the heights of gameplay not previously reached.

And it worked, too – *Zool* sold in droves. So Gremlin, swept along by the popularity of their creation, created *Zool* for the Super Nintendo. But while a super-smooth platformer on the Amiga may have been something of a revelation, the situation on the SNES is, as we all know, somewhat different.

OK, so Super Nintendo *Zool*'s an accurate conversion (smooth scrolling – check; bright colours – check; slightly cute alien non-ant ninja – check). But what's new? The answer – nothing really. You've still got a small, black round thing capable of short-burst unlimited fire. He jumps! He twirls! He leaps on enemies' heads! (When will it all end?)

The 28 large levels are split into seven different graphical areas – Toy World, Tool World, and so on – but, sadly, each offers an almost identical challenge to the last. For example, the first level, Sweet World, has a slippy-slidey area made from a piece of iced Smartie™ cake. Fantastic, eh?

That is, until you come to the third level, Fruit World, where there's a slippy-slidey world in the form of a grassy knoll. Then there's Tool World (oil-slicked metal), Toy World (sloping Meccano™), Tropical World (another grassy knoll)... you get the idea. Now while you might think that I'm waging a personal vendetta against slippy-slidey levels, let me assure you that's not the case. I'm just anti-average.

'That's all very well,' you may say, 'but given the great-looking screenshots elsewhere in this review, *Zool* obviously has a lot to offer in terms of graphics.' Maybe, but take a look at the magnificent animation in recent platform games such as *Cool Spot*, *Flashback* and *Aladdin*, then plug in *Zool* and it looks like you're way back in, um, 1992 again.

'Ah, but surely the scenery and multi-level parallax backgrounds astound you with their incredible detail, colour contrasts and all-round realisticness?' Now and again, okay yes. Even among these scenes of wonderment, though, the artist has deemed to throw in a few appalling eyesores, such as the awful CDs in Music World, just to ensure that *Zool* will never leave the Realms of The Bland™. Sad, really, because they could have done so much more.

● Andy Nuttall

GRAPHICS	SOUND	GAMEPLAY
79%	80%	65%
GAMELIFE	OVERALL SCORE:	65%
50%		

VERDICT: Detailed backgrounds, fast, smooth scrolling and stomping music. Tinny, sparse sound effects, poor animation and repetitive gameplay. On balance? Average. Yeah, definitely average.

JAMES POND'S CRAZY SPORTS

Join Pond and his pals for some fun and games before their next big mission! Pond needs to stay at peak fitness to tackle the evil Dr. Maybe so it's time to shape-up with major physical activity in such crazy events as the 100 Meter Splash, the Tour de Grass and Leap Frog.

From Kipper Watching to Shell Shooting, James Pond unveils some crazy sports that are guaranteed to separate the men from the minnows.

- Features the famous fishy sleuth James Pond
- Eight silly sports events – plus other bonus events
- Four great new characters
- Practice mode or championship mode at three levels of skill
- Four player option – participation and spectator sports

GAMESMASTER: "It's brilliantly designed (particularly the multi-player mode), varied, playable and extremely funny. Buy it with all rapidity."

"Crazy Sports is certain to bring you hours and hours of multi-player laughs. Get your money, go to the shop and buy it." 84%.

GAMES ZONE: "The cartoony graphics are fab."

"All in all, then, James Pond Crazy Sports is great." 88%.

SALES CURVE

Available for your SUPER NINTENDO ENTERTAINMENT SYSTEM

Mid January 1994

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DO 'BRETT'ER NEXT TIME

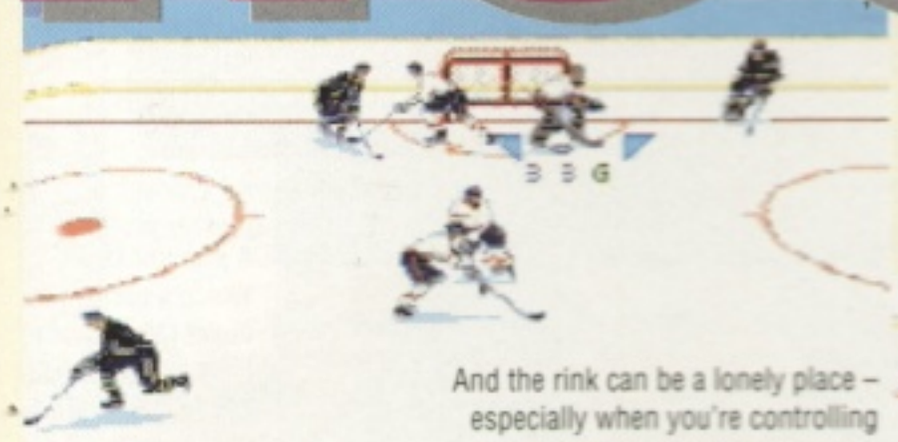
At the end of the match Brett Hull comes on, looking a bit like Reese out of *The Terminator*. He gives you a good dressing-down if you've done badly, under the guise of offering constructive advice.

This opens up a whole new playing experience. If the thought of being disciplined by an obscure American ice hockey player excites you, why not deliberately lose 20-nil just to find out what he says?

EAST ALL STARS
You can't score if you don't shoot more. Make the goalie earn his paycheck.
VANCOUVER
Outshooting your opponent is one of the best ways to win. Keep up the good work!

The ice is always greener on the other side of the rink. It's a well-known fact. Sorry. No it isn't. Well *you* try doing a intro to an ice hockey game. It's not that easy.

BRETT HULL HOCKEY



The rink can be a crowded place when you're desperate to find a gap and fire a slap shot on goal.

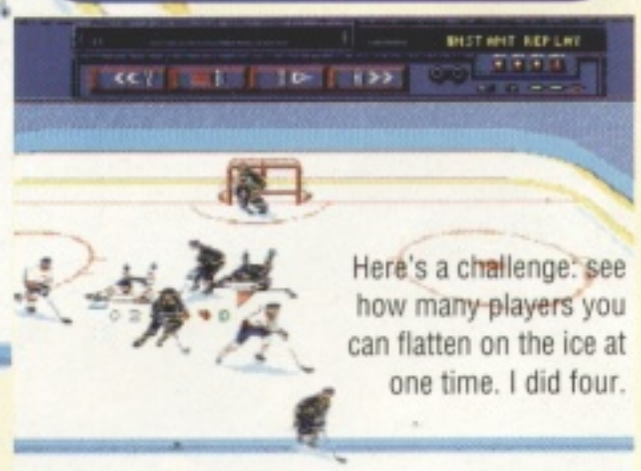
And the rink can be a lonely place – especially when you're controlling the wrong guy at the wrong end.

UK Release

Game: Brett Hull Hockey
Publisher: Accolade
Developer: In-house
Price: £49.99
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

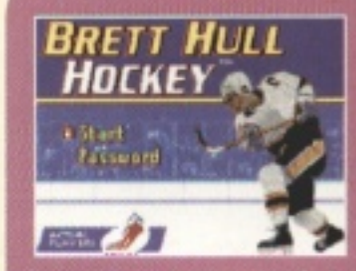
You want stats? There are more stats in *Brett Hull* than you'll find in most medium-sized universities.

And all the people in the game are real, too. If you can call ice hockey players 'real' in any sense.



Here's a challenge: see how many players you can flatten on the ice at one time. I did four.

GOOD, BAD OR UGLY?



Nobody admits to being an ice hockey fan, but we've all seen it whilst channel-hopping on Saturday afternoons, and lingered to see if a particularly spiteful rumble ended in blood.

So although Brett Hull's name may not be familiar, we know what's going on, Indeed, some of us may even be interested in buying a game which seeks to replicate the icy battle. If so, you're probably going to be happy with *Brett Hull Hockey*.

Okay. So we've got the usual scrolly view from above one goal, and we've got 10 or 12* players sliding around, whacking each others' knees with their sticks. Just what you expected when you bought the game, in fact.

The graphics are about as good as you're going to get. There isn't much to make the SNES sweat, but it's highly playable, and you can see what's going on. Sometimes the puck vanishes into a mass of fighting folk but, according to my *Grandstand*-related research, that really does happen.

Annoyingly, you don't often get command of the most useful player. A star denotes who you're currently controlling, and it's usually the bloke way off-screen, lying face-down after a heavy whacking session. Hitting B does cycle through the players, but this takes time and forces you to remove your thumb from the vital 'smack-it-hard' button. It's liveable-with, though, and at least you automatically assume control of anyone who touches the puck.

One of the biggest pulls of the game is the commentary. Ron Gravelly-Voice (*That's Al Michaels, top US sporting anchorman, you fool – Sue.*) chats away during the game in a most realistic way, giving a surprisingly detailed summary of the play. It's a neat touch, and, fortunately, is done really well. If it had been handled badly, it would have meant the death of this game, but no – Accolade have got it sorted (though it's a little dubious when 'Brett Hull gets the puck out').

Brett Hull Hockey is good, responsive fun. Obviously, the two-player mode is best, but the SNES puts up a pretty good fight. To win easily, select an All-Stars Team and choose a crap side as your opponent. As your skill improves you can generously allow the SNES to play a not-quite-so-incompetent team.

Yep. Ice hockey gets a bit samey after a while, but maybe that's just me.

● James Leach

* How many people are there on an ice hockey team? First answer on a postcard wins Lake Michigan.

GRAPHICS	SOUND	GAMEPLAY
79%	86%	75%
GAMELIFE	OVERALL SCORE:	
74%		78%

VERDICT: It's got both *NHLPA* and *Stanley Cup* to beat, but ol' *Brett* might just do it. It's a competent, well-constructed game, and I enjoyed it. I wonder what playing the real game is like?

YOUNG ME

RPGs and puzzle adventures are catching on so much in the States that they've started producing their own. But have they got what it takes?

UK Release

Game: Young Merlin
Publisher: Virgin
Developer: Westwood
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 16 Mbit

A prequel to TH White's classic novel (*No, it isn't – Ed.*)... Er, a tale of Pre-Arthurian Camelot (*No, there's none of that – Ed.*)... The story of Excalib– (*Not here, mate – Ed.*) OK, so why is he called Young Merlin? We're at a loss, frankly.

PUT IT THERE

The magical world Merlin journeys through is full of magical objects the young wizard can pick up to use in the appropriate situation. Here's a selection...

If you find a crystal, chuck it. Preferably into the pool where the story began (someone drowned in it or something). In return, you'll receive an object vital to the game's completion.
Look out for one of those little things full of washing-up liquid that you can blow bubbles with. You'll find one lurking somewhere and it's bound to be of use sooner or later. Honest!
The best weapon at mini Merlin's disposal is a simple, household bottle. This can be filled at the various magic pools that litter the game. Each potion offers something different in an extra health/power-up-type vein.
A whole range of handy products come in useful for combat. Enemies can be stopped in their tracks with freezing powder (like sneezing powder only in a bigger bag), then dispatched with a few stars.
If it all gets too much, have a puff on a helium balloon to blow yourself up to sumo proportions. Is this the key to winning that Cyril Smith lookalike contest on the sheep island?

There's a fairy tale feel to Merlin's exploits, such that you really expect this bridge to be guarded by a Troll or a Black Knight. It isn't, alas.
Y
B
01

E RLIN

GOOD, BAD OR UGLY?

Four mega bits of digitized speech – what image does that conjure up? A dozen digital songstresses cooing in perfect harmony? A thumping techno soundtrack complete with extensive sampled Shakespeare (including the whole *Richard III* soliloquy)? Game characters pausing to discuss Nietzsche at length in Nicam quality stereo Scandinavian accents?

Well how about half a dozen monosyllabic grunts, each lasting less than a second, each sounding different to the others in ways undiscernible to the human ear? That's what you get in *Young Merlin*, along with a choice of intricate in-game tunes ranging from the ambient to the ambient to the slightly scary, but still largely ambient.

The game is an arcade adventure in the same style as the old home computer 'classic' *Dizzy*. Your way is blocked. You have to explore the accessible game zone to find an object you need to reach another object which will help you pass the latest hazard. Ad nauseam. The further into it you get, the larger the map becomes. It has to be said that this concept is applied far too rigorously here. There's no real freedom to explore, with your movement restricted by obstacles that must be tackled one by one in a set order. It's vital that an adventure game offers the player some sense of discovery and achievement. Here you just feel like you're being pushed along from one pick-up object to the next.

It's not really all that difficult, either. The opponents, with only a couple of exceptions, present minimal opposition. Most can be dodged with consumate ease, and the majority can be killed in combat with little damage to yourself. And hey – if things do start looking a bit dicey, it's easy enough to leg it to a nearby duck pond for an energy top-up.

There are other areas for criticism. The range of pick-up objects isn't huge and many can only be used in one situation. The process of going to a specific pond with a crystal or bottle to gain an object/potion just seems like a way to extend the amount of walking about in what is a very linear game. It's actually quite fun to play, but never really all that involving. So much time seems to be spent standing in thought or re-tracing freshly-laid footsteps. The title tune ends up as both a blanket to cling to and a continuous taunt.

Graphically, *Merlin* is as pleasing as we'd expect a cutesy adventure to be, with bright and colourful graphics, detailed, if slightly blocky, sprites and witty animation incidentals. Multi-directional scrolling and tantalising glimpses of currently unattainable locations at the screen's peripheries help build up some illusion of free exploration, and the game sure is big. It looks beautiful, plays smoothly and becomes more involving as it develops and the sub-plots mount up. You can't really criticise this game for what it is. But you can rest your chin on your fist, gaze into the distance and ponder on how much more it could have been.

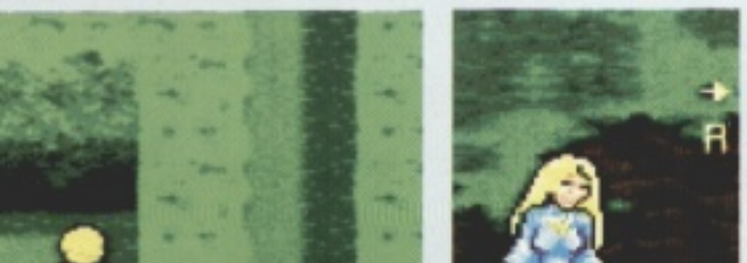
● Adam Peters

GRAPHICS	SOUND	GAMEPLAY
84%	60%	74%
GAMELIFE	OVERALL SCORE:	77%
70%		

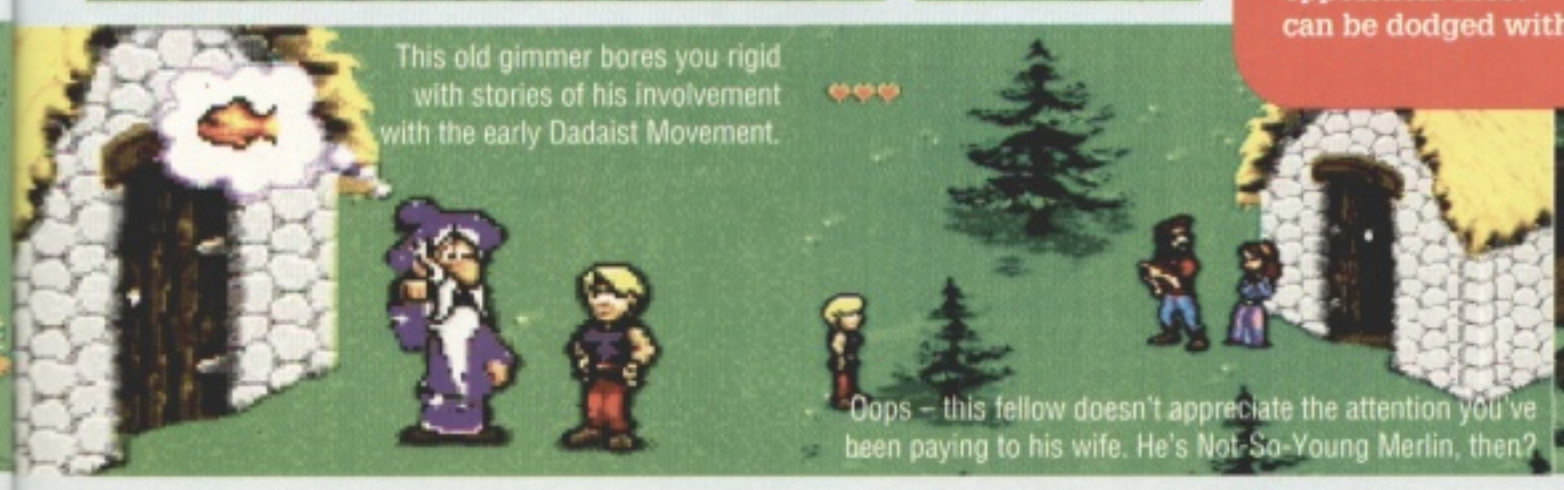
VERDICT: ***Young Merlin*'s enjoyable but not engrossing. It's big but you won't get lost. It's puzzley but rarely brain-wracking. It's fun but not big fun. It's average.**

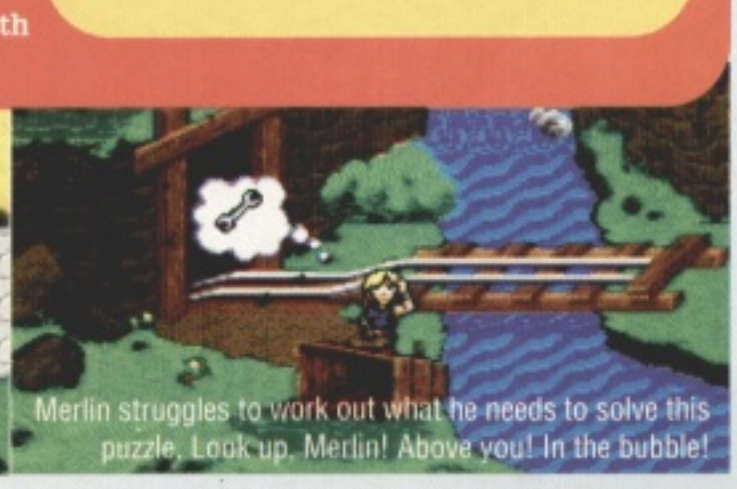
EXPRESSWAY TO HELL

Delving the depths of a dwarven mine, the boy Merlin finds not only a derelict rail cart but also a horrible sub-game in which you must guide the cart to this cavern. If you crash or take a wrong turn then it's back to the start...



Still, it has its moments. The end, for example.


This old gimmer bores you rigid with stories of his involvement with the early Dadaist Movement.
Oops – this fellow doesn't appreciate the attention you've been paying to his wife. He's Not-So-Young Merlin, then?



US Release

Game: NBA Showdown
Publisher: Electronic Arts
Developer: In-house
Price: £50
Release: Out now
Players: 1 or 2
Cart ROM: 8 Mbit

It's good to see lots of tall, gangly, thin people in video games. And about time too if you ask me.

The court's about two-and-a-half screens long, which means constant action.

NBA SHOWDOWN

Happening, strutting, high-fivin' super-fly Cam Winstanley hits the court and discovers that sometimes being six foot five and a bit just isn't enough.

Presumably the inevitable sequel will include loads of soft drinks and footwear sponsorship.

He shoots, he scores, with a fantastic soaring slam dunk. Or something.

Recognise any of these smiling superstars? Neither do I, but it doesn't stop you having a great time.

GOOD, BAD OR UGLY?

The more I thought about it, the more I realised what a perfect game basketball is to be converted into a video game. The court's relatively small compared to a football pitch and there are only a few players on each side, so they can be fairly large on the screen. There's plenty of posing about around the hoop (so players can have 'special moves' as they rack up points), there's plenty of jostling and pushing (equating to that video game favourite ingredient – on-screen violence) and the whole game moves so quickly that you'll end up with a huge score at the end, rather than the puny few goals you get in footy.

EA usually produce good sports sims, and this is no exception. Taking the players and rules of the real life NBA, it's fairly obvious that the game's aimed at an American market since, apart from Michael Jordan, all the beaming faces in all the teams were total strangers to me. There's also a complete season option where you can trade and organise your way through an entire year, and even a battery back-up to save your progress, which I guess makes it all the more believable if you're a big fan.

The actual game (which you get to after about a zillion intro screens) is fast and remarkably easy to get into. All the players look suitably lanky so that you can believe they're seven foot two, and all look different – some of them have even got glasses on. Despite the huge number of opportunities to just barge past players, the rules are rigorously enforced, and fouls of any kind are penalised, which tends to break up the flow of the game when you're first playing.

Although end-to-end runs are possible, it's easier to play a passing game, and with the option to throw fake passes and plenty of blocking opportunities, both sides can exercise a control over their players.

As well as the normal one- and two-player games, there's a co-operative two-player game, but like any sports game, it's always best to trash your friend in a head-to-head. It's great fun all round and, short of a meteor wiping out all life on Earth, there's going to be an *NBA '94*, *NBA '95* and so on.

● Cam Winstanley

GRAPHICS	SOUND	GAMEPLAY
87%	85%	86%
GAMELIFE	OVERALL SCORE:	
90%		89%

VERDICT: It's faster than *Madden* and can get nearly as violent as *Smash TV*, and no matter how many times you slam dunk the ball and the crowd roars, you still feel good. For once this is a sports sim that's great even if you don't like the actual sport, although the league options mean that rabid basketball fans will get their money's worth too.

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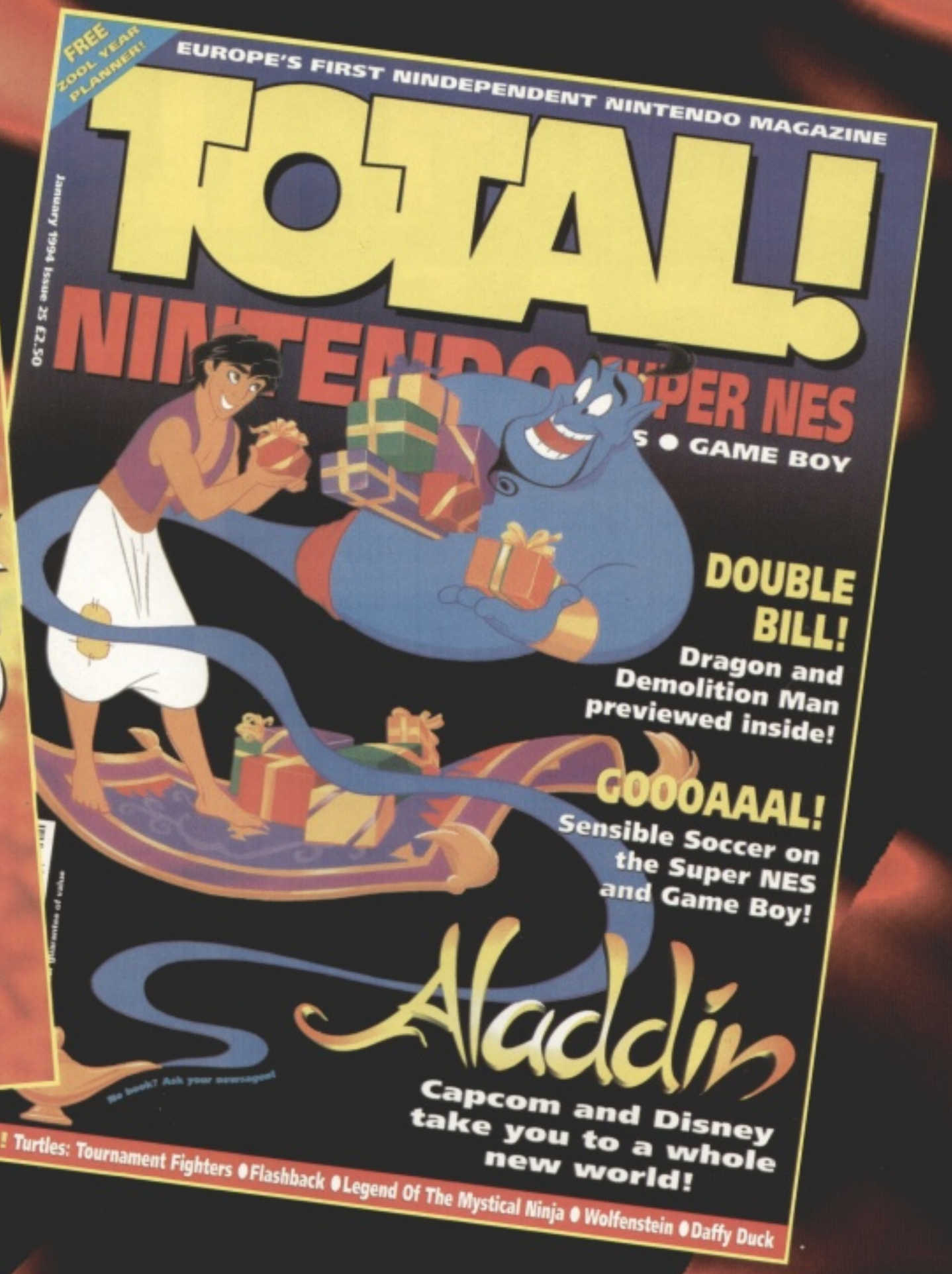
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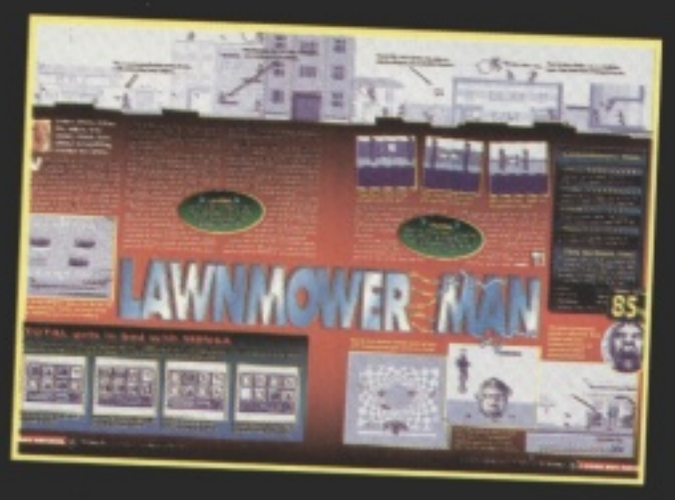


T2 THE ARCADE GAME

UK Release

Game: T2 The Arcade Game
Publisher: Acclaim
Developer: Probe
Price: £49.99
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

Above: Help your comrades out by blowing away their wall and taking the odd pot-shot in the back of their heads.

Above: When you shoot the Arnold Terminators, their skin falls off. Does Nintendo know?

Below: The geezer they're all after – John Connor.

Right: Here's a tip for getting rid of the Hunter Killers – go for their guns first, then the top and finally the body.

PICK-UP SOME POINTS

Pick-up, geddit? Anyway, in this bit, John Connor is in the truck as it's being attacked by HKs (Hunter Killers) and gold Terminators, for some reason. You must protect it and make sure that John lives. As you can see here, the truck is riddled with plasma bullets and John is dying in those explosions. The only scapegoat is the mouse, which got dust in it and wouldn't move around the screen properly.

Above: Everything we do is driven by you.
Left: And Skynet isn't too chuffed.

GOOD, BAD OR UGLY?

Well, there's a lot going on in this game; that's for sure. If the world really is going to end in 1997, when 3 billion bods die, at least you could expect a bit of peace and quiet afterwards. In fact you'd deserve it.

But no. A load of metal blokes come storming through the wreckage instead, intent on spoiling your post-holocaust hiatus. So grab your mouse and start firing. L button is the machine gun thing and R button fires off homing missiles.

The Terminators do the old trick, as seen in every *Operation Wolf*-style game since, well, *Operation Wolf*. The trick is this: they walk along for a bit, stop, turn to face you (all the while giving you a chance to blow their stupid, shiny heads off), then they start firing.

You destroy them as they walk along. Or, if you miss, or there are too many of them, you destroy them when they turn to face you. If you're still being hopeless, you eventually destroy them when they start damaging your energy.

As you spray the massed ranks of cyborgs in front of you, you must remember to take your finger off the trigger occasionally, otherwise your gun will overheat. Oh, and remember to pick up the collectibles, like extra ammo, extra power, special missiles, smart bombs and other useful accoutrements.

Is that it? Heavens, no. Some bits of the scrolling landscape involve you standing behind a group of your human companions as they blast the robots themselves. This gives you the never-to-repeated opportunity to blast them in the back of the neck with red-hot lumps of shrapnel. For a laugh.

As well as all this, you even have to blast flying machines (Hunter Killers, they were called in the films) and the odd boss as well. It's all well and good, I suppose, and if you've got a mouse, it'll make a very welcome change from *Mario & Wario*. But with a joypad it's not very controllable, and with a Super Scope it'll knacker your eyes and give you neck cramp, such is the intensity of the game.

T2 The Arcade Game is exactly that; an arcade game, with nary a restful second in it. It's smooth, pretty addictive and has some neat touches, like blowing off the Terminators' heads and watching them still walk around. But it's tricky and the bosses are total and utter gits to destroy. In fact, frustration and high blood-pressure will drive you from your SNES and into the streets, holding your head.

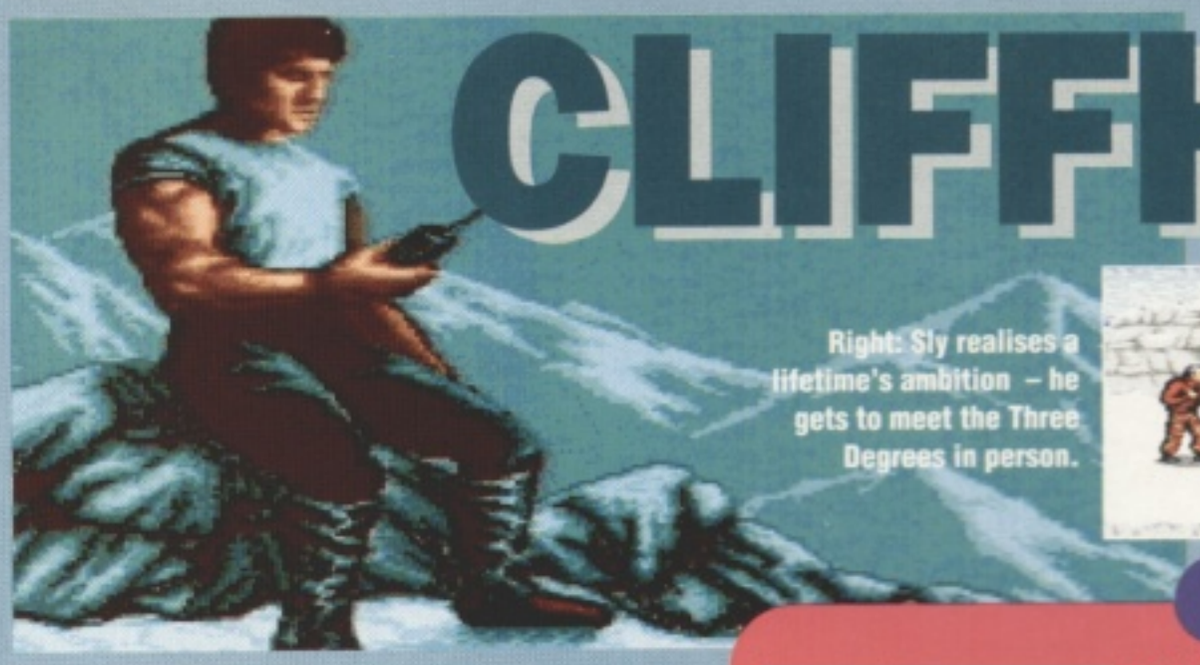
Overall, *T2 The Arcade Game* is pure blasting fun. This might sound good, but there's little more to it than that.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
79%	69%	67%
GAMELIFE	OVERALL SCORE:	71%
70%		

VERDICT: Kill millions of things with the mouse, Super Scope or the humble joypad. Enjoy it less than you thought, maybe. And get bored with it slightly sooner than you thought, too!

CLIFFHANGER



Right: Sly realises a lifetime's ambition – he gets to meet the Three Degrees in person.

UK Release

Game: Cliffhanger
Publisher: Sony Imagesoft
Price: £45
Cart ROM: 8 Mbit

Sly spots Lee Harvey Oswald and, quick as a flash, tries to save JFK from an icy death.

He's got the agility of a cat, has Stallone.

Ha! I'd like to see you save the world with me standing on your nose, Sly. Move and I'll pluck your nasal hair…

GOOD, BAD OR UGLY?

Cliffhanger is a great laugh, for all the wrong reasons. Whilst the walk-along beat-'em-up genre has famously provided turkeys by the truckload (*Final Fight* being an honourable exception), rarely have we so much as sniffed a turkey as roundly stuffed and seasoned as this one.

The animation is straight out of a 1934 Polish cartoon, the enemies come in a very limited number of flavours, and both the quantity and quality of the combat moves available are laughable by modern gaming standards. Worst of all, it's slow and repetitive. You trudge wearily from one punch-up with a couple of lackadaisical heavies to the next. There are a few non-combat sections, but these range from the horrifyingly easy (scaling a cliff) to the irritatingly hard (outrunning an avalanche).

The graphics are really basic, but then snow has never been the most visually exciting stuff in the world. Sounds are unthrilling. The box invites you to 'experience wild new forms of gameplay'. Good advice, though it should be pointed out that *Cliffhanger* is the last place to look.

This is a fourth rate and wholly derivative game that will appeal to no-one, not even Sly fanatics.

● Adam Peters

GRAPHICS	SOUND	GAMEPLAY
60%	52%	10%
GAMELIFE	OVERALL SCORE:	22%
26%		

LAST ACTION HERO

UK Release

Game: Last Action Hero
Publisher: Sony Imagesoft
Price: £45
Cart ROM: 8 Mbit

GOOD, BAD OR UGLY?

When I was a little boy my parents once told me that real cars had their names printed underneath, just like my Matchbox cars. So as we drove past scrapyards I'd crane my neck to see the undersides of the junked vehicles, just to see whether they did. I remember feeling very let down when I found out years later that my folks were just having me on.

There's no point to this anecdote. I was just putting off writing about *Last Action Hero*. Writing's a funny business. You tap the keys and words magically appear. And then they get printed. It's one of the strangest things.

Sorry. I'm doing it again. Right. I really will start talking about *Last Action Hero* now. Er, it's crap. It's worse than *Cliffhanger*. Let me explain further (gulp). You walk along. Slowly. The screen stops scrolling for a second or two, then some people come on and creep towards you with knives or baseball bats. You wait for them to get close and strike at you then you move in and whack them. This goes on for a few strikes and then they die. Then it happens again. For ever and ever.

Then your joints seize up and your brain turns to mush. Out of desperation you melt and after a few hours your family find a puddle of matter on the floor in front of your SNES.

Last Action Hero is very, very poor. Don't even consider it if you're looking for value for money. There's no action, there's no hero and it's the last thing you should ever spend £45 on.

● James Leach

GRAPHICS	SOUND
30%	44%
GAMEPLAY	GAMELIFE
16%	14%
OVERALL SCORE:	21%

The long arm of the law. Is it just us, or is Arnold's limb about a third as long as his legs? Surely the burly Austrian has grounds to sue?

Above: One thing you should never do whilst dancing with a knife-wielding loony is to expose your crotch like this. Right: Phew. Thank goodness for that.

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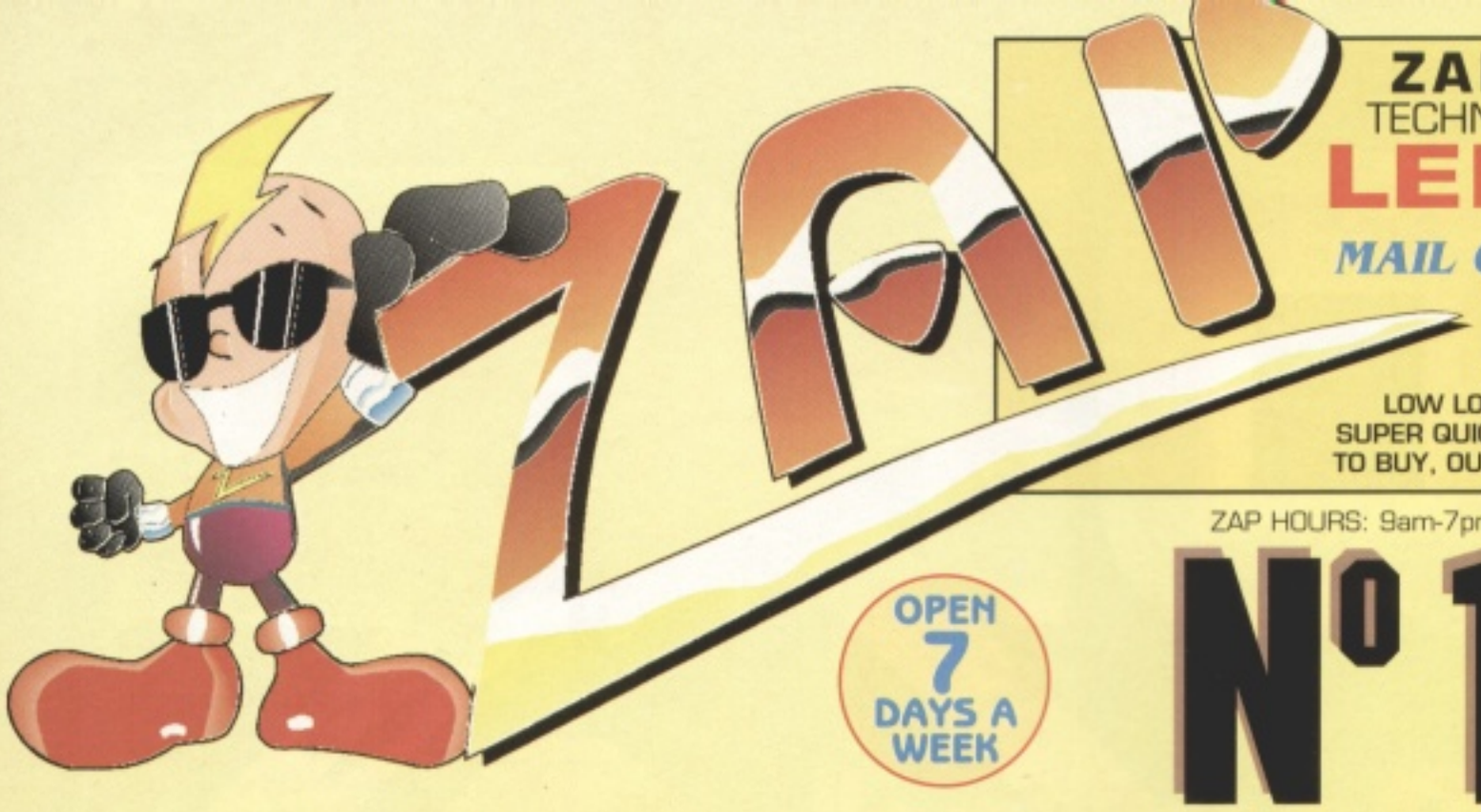

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PALADIN'S QUEST

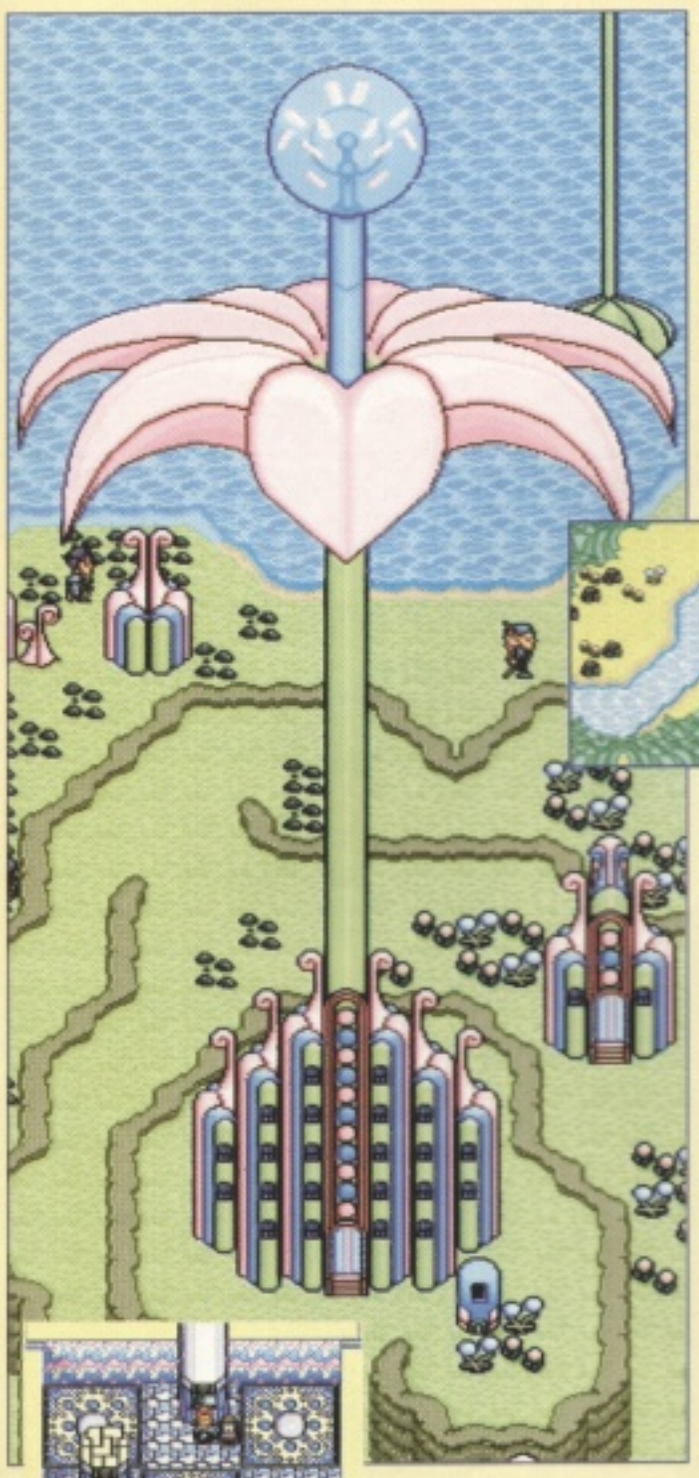
If you're determined to buy this game then please, please, please make sure you can pronounce 'Paladin' correctly. Ooh, it's so annoying.

US Release

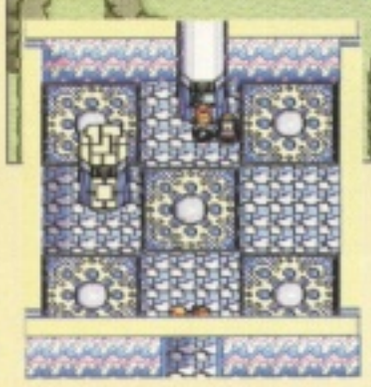
Game: Paladin's Quest
Publisher: Enix
Developer: Asmik
Price: £50-£60
Release: Out now
Players: 1
Cart ROM: 12 Mbit

Thanks to Zap, (0532) 590077, for the cart.

Parallax is used to give this glass floor effect at the top of Jurayn's Flower Tower. Alas, it's the only decent effect in the game.



Guess what's special about the city of Jurayn, then?



That's right. It's got a massive pink flower in the middle of it. You can travel up the stem from this lift at the bottom.

Ah, now this is what it's all about: statistical combat with three pepper-mills. Run, Midia, run like the wind!

TEENAGE KICKS

The hero of the game, Chezni (you can change that name before you start – phew!) is a young student of the Magic School with a precocious talent for spell-casting. In fact, he's only 13. As is his girlfriend, Midia. Along the way they meet some New Romantics and save the World.

CHEZNI
DAN
MIDIA
ZURAN

GOOD, BAD OR UGLY?

'That's strange...' I mused as the long-suffering *Super Play* TV finally warmed up its tubes and displayed the introductory sequence, 'Somebody appears to have made off with our Super Nintendo, leaving an old NES running in its place.' I peered into the drawer beside me and was surprised to see our faithful old Super NES still plugged in, the *Paladin's Quest* cartridge firmly ensconced in its slot. 'But... But... But...!'

Take a look at these screenshots from the game and I think you'll understand my confusion. Although it's based on the atmospheric otherworldly artwork of an established Japanese artist, the chunky, blocky graphics and bright primary colours really don't do it justice. If it wasn't for some fairly melodic, but typical, RPG tunes, you'd have no trouble believing you *were* playing a NES game.

Not originally an Enix game, this is actually the American translation of a little-known Japanese RPG by Asmik called *Lennus*. We haven't mentioned it in Fantasy Quest with any great anticipation because, to be honest, Asmik doesn't possess the greatest reputation in this area. Coincidentally, *Paladin's Quest* is actually very reminiscent of Enix's *Dragon Quest* series in its feel and gameplay. When *DQI* and *II* are converted to the SNES, however, I expect Enix to put a great deal of effort into making the upgrade a worthy one.

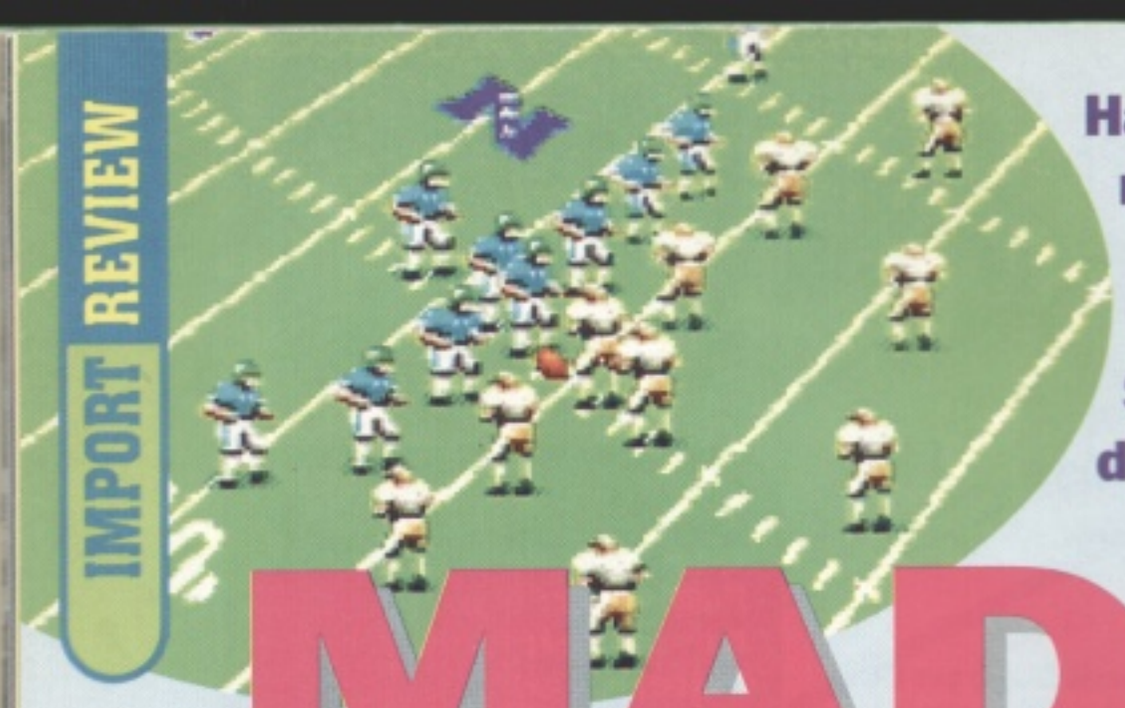
Getting back to the game itself, I have to say that *Paladin's Quest* isn't actually all that bad. The control system is far too awkward – I kept making mistakes whilst rushing through the combat sequences – but the story itself is fairly compelling, with some small, humorous touches. The linear plot-line isn't just concerned with monster-slaying: to enlist the help of a depressed and drunken engineer, for example, you need to coerce the bar-room pianist into playing the old soak's favourite lullaby.

The bottom line is that if you're a real, true, confirmed and devoted fanatic of old-fashioned Japanese RPGs then you'll probably enjoy this. For the price, however, *Paladin's Quest* really doesn't compare with the excellence of *Secret Of Mana*. Be warned that you'll also finish it fairly quickly – despite the 12 megs, even the American press releases for the game don't try to claim more than 30 hours playing time.

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
48%	80%	72%
GAMELIFE	OVERALL SCORE:	
50%		62%

VERDICT: 8-bit in appearance, this RPG looks distinctly antiquated after *Secret Of Mana*. It would cost a lot less on a NES, though...



Have EA finally managed to drag the world's best American footy game onto the SNES in a form that does it justice?

Japanese Release

Game: Madden NFL '94
Publisher: Electronic Arts
Developer: In-house
Price: £49.99
Release: Out now
Players: 1-5 simultaneously
Cart ROM: 8 Mbit

Thanks to Zap, (0532) 590077, for the cart.

MADDEN NFL '94

***Madden*'s back, and at last Electronic Arts are getting it right. This new incarnation has all the features of the previous games and loads more besides, combined with better graphics, a five-player option and 80 teams from past and present. But, most important of all, it plays very well indeed...**

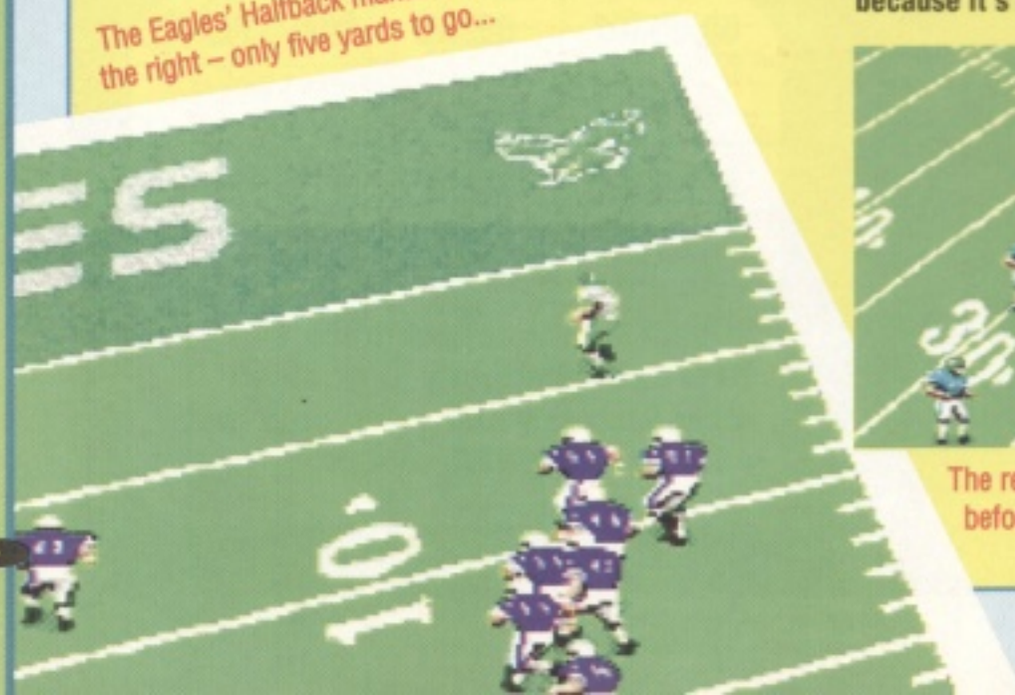
There are several 'atmosphere' screens, including these cheerleaders.

The play selection screen is simplicity itself to use, and the diagrams are easy to understand.

In the full NFL season you can play any game you're interested in – just by selecting it.

SPEND HOURS GLOATING!

The Eagles' Halfback makes a desperate rush up the right – only five yards to go...



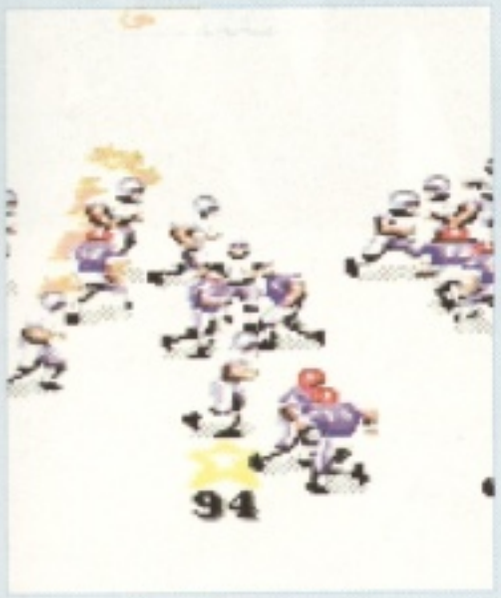
***Madden* has one of the most comprehensive instant replay features ever. As well as the usual forward, reverse and frame advance, you can isolate individual players, the ball, even areas of the pitch and the camera will stay fixed on your choice. And because it's on the SNES you can even spin the view around with the cunning Mode 7, allowing you to see that 70 yard touchdown rush from every conceivable angle. The potential for gloating over a brilliant play is boundless.**

Even the most amiable person will have no trouble annoying their friends...

The replays begin right at the start of the play, before the lines have formed...

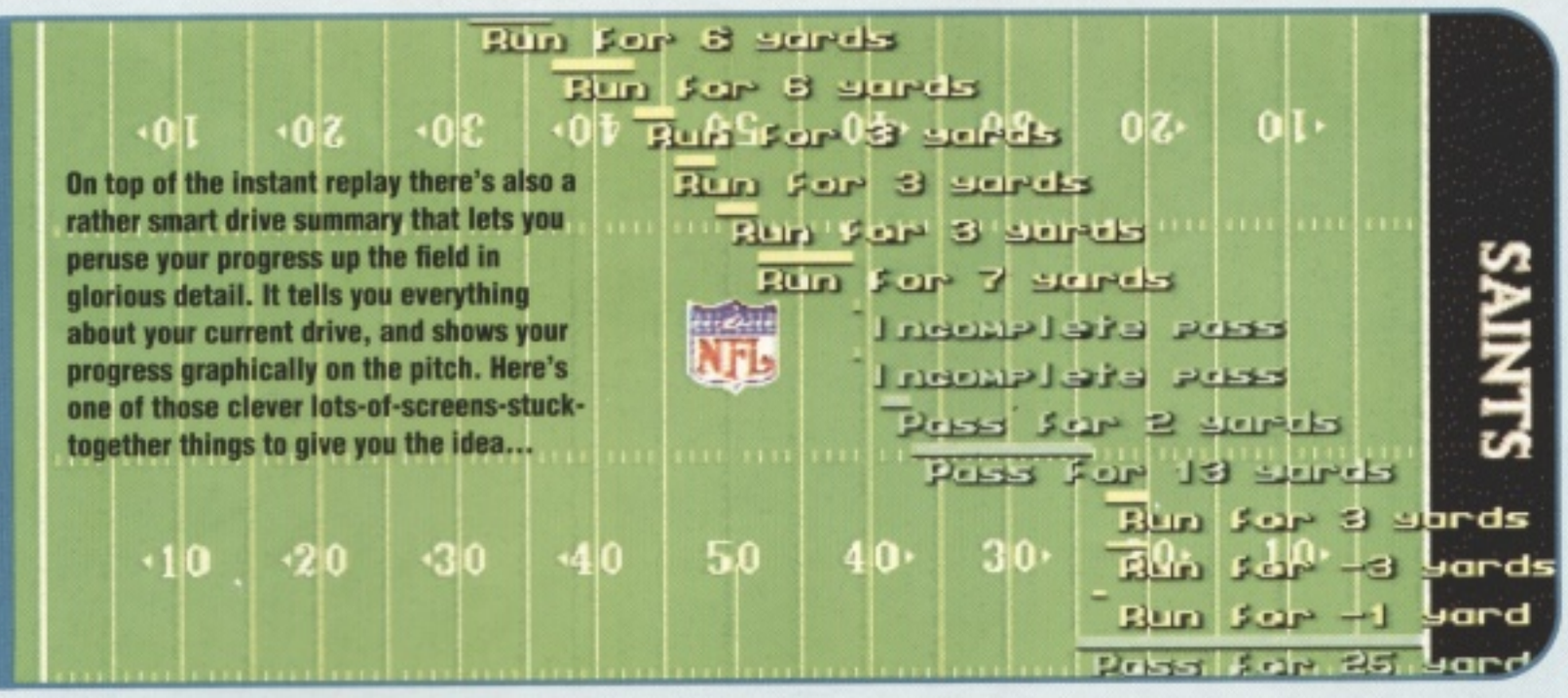
...and continue to the point where you paused. Will the receiver make the touchdown catch?

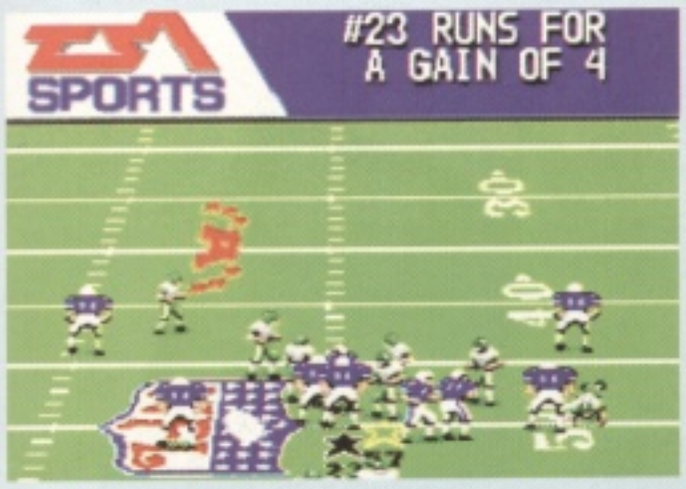
20 minutes into a random weather match, and the field's covered in snow.

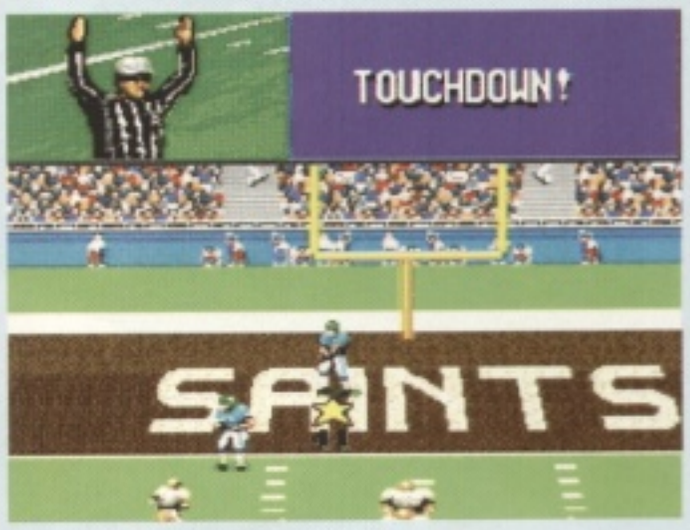


EVEN MORE GLOATING!

On top of the instant replay there's also a rather smart drive summary that lets you peruse your progress up the field in glorious detail. It tells you everything about your current drive, and shows your progress graphically on the pitch. Here's one of those clever lots-of-screens-stuck-together things to give you the idea...





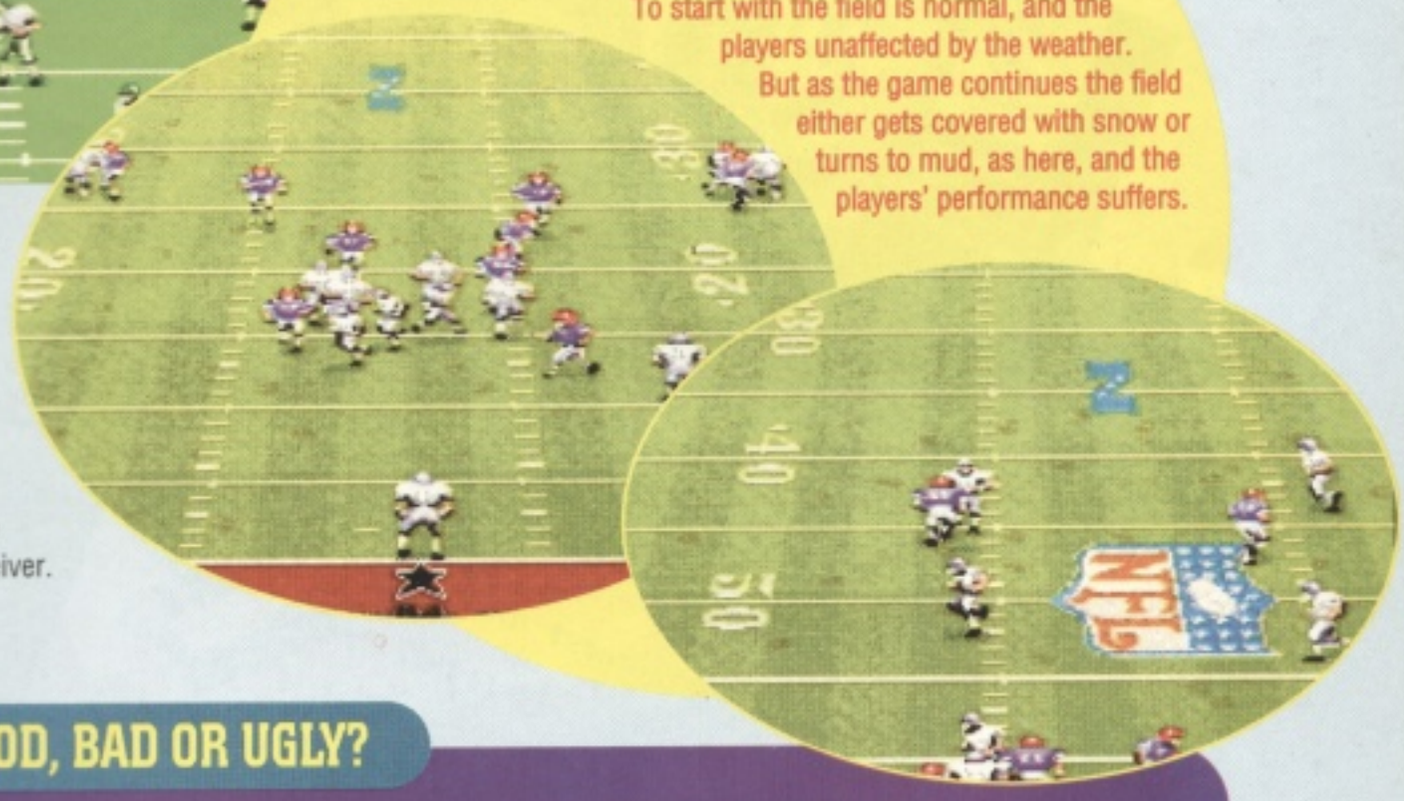


Above: 'Quick – he's got the ball, get him!' Running plays can get confusing.
Above left: Slow and steady does it for the Giants.
Left: Another star performance from the Eagles' best wide receiver.

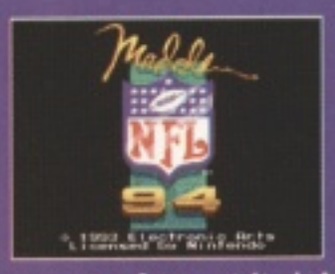
URGH, IT'S ALL MUDDY!

The weather effects in *Madden '94* are excellent – they build up slowly over the course of the game.

To start with the field is normal, and the players unaffected by the weather. But as the game continues the field either gets covered with snow or turns to mud, as here, and the players' performance suffers.



GOOD, BAD OR UGLY?



One of things that I've never understood about the world is why, when EA have the best American football game going, they've never managed to get it right on the Super Nintendo. Admittedly, no one else has either, but you'd have thought that with the head-start that *Madden* gives them, EA would have managed it before now. Luckily they're finally getting there – *Madden NFL '94* is their third attempt, and all the practise seems to be paying off.

Just what makes a sports game work is very hard to explain – it just does or it doesn't. There might be a hundred little reasons, but what it comes down to is the 'feel'. Basically, *Madden '94* 'feels' right. The game is very simple to get to grips with, and even American football novices will soon get the hang of it. The controls are simple and logically laid out, the playbook diagrams are clear and quite self-explanatory, and most of all it's fun.

The graphics are fast, smooth and colourful, and the animation on the players is actually quite good. Combined with neat graphical effects such as the way the field gradually gets muddy in the rain or gets covered with snow as you play and the obligatory Mode 7 spinny bits, it adds up to a very good-looking game. The sound is competent rather than amazing, but there's nothing wrong with it – it works very well.

The best thing about *Madden '94*, though, is that it supports the Super Multitap, allowing up to five people to play at once, in any way you like. You can all team up against the SNES, have four onto one, whatever you like. The system works very well, with each player having a different cursor colour, and everyone being able to control whichever player they want. All multi-player games are good fun, but *Madden* is one of the best ever.

For *Madden* veterans, there are 72 new offensive plays, complete with play flipping, a bluff mode to hide your choices from your opponent, and customisable audibles. The game now enables you to play a full NFL season as well as the Super Bowl playoffs, which really adds to the one-player appeal. And on top of that there are over 80 teams, including 28 currently in the NFL, with up-to-date stats, 38 Super Bowl winners since 1966, 12 all-star franchise teams stretching back 50 years, and two All Madden teams, picked by the man himself.

There is only really one problem, and that's its speed – the game is just a tad too fast. This sometimes leads to situations, especially right at the start of a play, where you don't have time to see what's going on and react to it properly and are, instead, forced to dive in madly. This can leave you with the feeling that you're not really in control of the game, and can be frustrating. The speed also applies to the console's play picking – the SNES picks its offensive plays so fast that you sometimes don't have time to choose you're defence. However, you do get used to the speed after a while, and it's not too drastic a problem, by any means.

In short, *Madden NFL '94* is the first Super Nintendo American football game that really works. Almost everything has been improved, tweaked and played around with, and the result is a very good game indeed. If you're a sports game fan it's a must and even if you're not, it may well convert you, especially if you have a Super Multitap.

● Andy Butcher

GRAPHICS	SOUND	GAMEPLAY
82%	77%	85%
GAMELIFE	OVERALL SCORE:	85%
90%		

VERDICT: At last! An American football game for the SNES that's worth buying. So go out and buy it.

KONAMI

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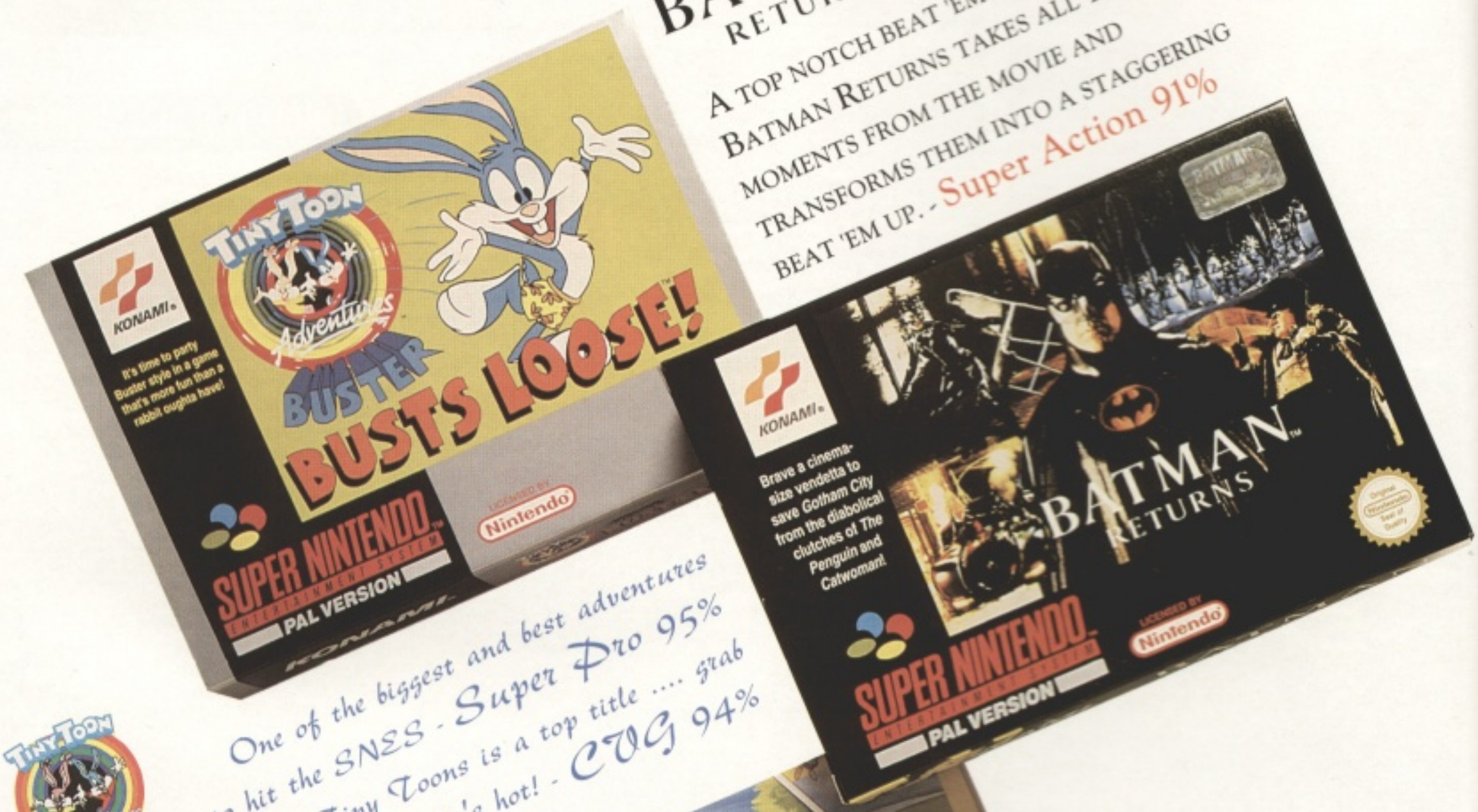
BATMAN RETURNS TAKES ALL THE BEST MOMENTS FROM THE MOVIE AND TRANSFORMS THEM INTO A STAGGERING BEAT 'EM UP. - Super Action 91%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AMI KRED!"

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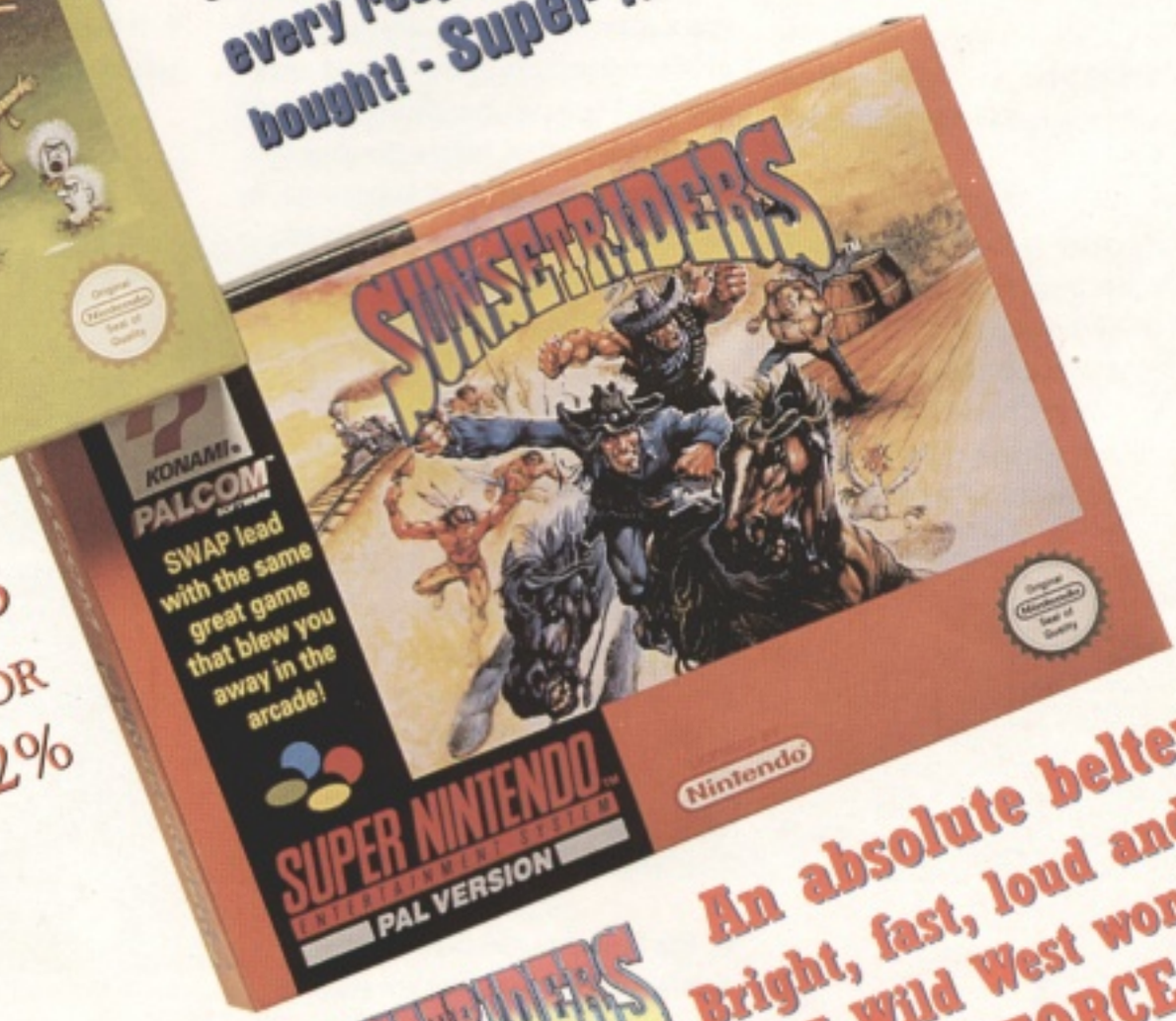
ZOMBIES WITH 55 LEVELS I'LL BE PLAYING IT FOR AGES. - TOTAL! 92%



SUNSETRIDERS An absolute belter! Bright, fast, loud and it looks great! A Wild West wonder. SNES FORCE 89%

P NINTENDO™

NENT SYSTEM

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ZOMBIES ATE MY NEIGHBORS

SUPER PLAYER'S GUIDE

KONAMI/LUCASARTS (UK/US)

Starring Dan Jevons
(with Zy Nicholson as 'Igor')

1

2

Spawned by the unholy union of Konami and LucasArts, this gruesome shoot-'em-up has proved to be a real hit with hard core gamefans (*SP*12: 89%). For those of you who (ahem) haven't yet managed to finish it, Mad Professor Jevons invites you into his secret laboratory to discuss hints, tips, and the imminent destruction of life as we know it by Eldritch Unspeakable Horrors. Cthulhu fthagn!, as they say in the sunken city of R'lyeh.

General Tips

1. Don't waste time looking for weapons until you've saved all the neighbours. You start the game with 10, but the number decreases for the next stage every time you lose one. Try using a pair of Speed Sneakers at the start of each new level to bomb around the stage and rescue the victims before the monsters have time to attack. And believe me, by the time you get to the higher levels, you'll be grateful for having more than just one victim to save.

2. Use the landscape to outrun pursuers. If you are being chased by a Chainsaw Maniac or Ant and you have to cycle through your inventory to find the appropriate tactical response, you'll need all the time you can get. So duck into houses, nip through gaps and generally weave about a lot to make life tougher for the incoming undead. You'll find Zombies clawing their way from the ground beneath your feet if you stand on the same spot for too long.

3. The Strimmer and the Ancient Artefacts (Holy Symbols) are good all-round defensive weapons if you use them appropriately. Just hold the button down (if you tap it you risk the chance of being hit) and walk into the monster in question. Both weapons are very powerful (see the weapons hit chart across the page), although the Holy Symbols are a little harder to come by.

1 **4.** Keep your eyes open for suspicious-looking shrubbery. If you spy a hedge facing out of the screen, Bazooka it. Chances are you'll find a goody of some description waiting inside, much like the grilled window displays in the Shopping Mall levels.

5. Once a slime blob projectile attaches itself to your head, it automatically does three points of damage to your health bar without any escape. When the Blobs are in the vicinity, use the medi-pak when you get down to your last three energy bars.

6. If the ghouls keep getting to your victims before you do (sometimes you'll just hear a nearby scream and wonder why it's all over) then you need to try a different route – one that may even take you through walls and over rooftops.

7. The more points you earn, the more extra bonus victims the game will award you. If you already have 10 victims, you'll get an extra life instead! So keep the points rolling and the neighbours safe.

2 **8.** Try to shoot the Martians from an angle, so you don't give them a chance to use their Bubble Guns: you need to be running about to be able to fire diagonally.

9. Check under the Giant Plants for any additional items (usually keys). It's very easy to miss them.

10. Some weapons, like fizzy cans and tomatoes, can be thrown over walls and other obstacles. This lets you eliminate foes from a position of relative safety before dashing in.

2

ACTION REPLAY CODES

7E1C E699 for player 1
7E1D 0699 for player 2
These interesting little codes give you a new weapon – a flame thrower! – which annihilates almost anything you'll meet. It's easy to see why such a powerful weapon was removed to keep the game balanced, but you may find one on level 45.

As the sun peeks over the eastern horizon we must return to our coffins, but we leave you with a challenge: can you find the 'Day of the Tentacle' level? It's not as hard as you think...

Zombies weapons hit chart

	ZOMBIES	FISH PEOPLE	GIANT PLANTS	KILLER STINGER	MUMMIES	WEREWOLVES	TANK MARAUDS	BLOBS	EVIL DOLLS	HAIRTANK	MUSHROOM MEN	GIANT ANTS	LITTLE SPIDERS	FOOTBALLERS	TOMAHOLK
WATER PISTOL	1	1	NO EFFECT	2	5	11	16	NO EFFECT	5	1	5	5	1	ALL WEAPONS: NO EFFECT!	?
BAZOOKA	1	1	1	1	1	1	1	NO EFFECT	NO* EFFECT	1	1	1	1		?
FIRE EXTIN.	FREEZE	FREEZE	FREEZE	FREEZE	FREEZE	FREEZE	FREEZE	10	FREEZE	FREEZE	FREEZE	FREEZE	FREEZE		?
SODA CANS	1	1	5	1	1	2	4	NO EFFECT	1	1	1	2	1		?
LOLLY POPS	1	1	13	1	3	6	8	1	2	1	3	5	1		?
PLATES	1	1	9	1	2	4	6	NO EFFECT	2	1	2	4	1		?
KNIVES & FORKS	1	1	7	1	2	1	4	NO EFFECT	1	1	1	3	1		?
RAY GUN	CAPTURE	CAPTURE	NO EFFECT	CAPTURE	CAPTURE	CAPTURE	CAPTURE	NO EFFECT	CAPTURE	CAPTURE	CAPTURE	1!	NO EFFECT		?
HOLY SYMBOLS	1	1	2	1	1	1	4	NO EFFECT	1	1	1	1	1		?
AMERICAN FOOTBALLS	1	1	25!	2	5	11	20!	NO EFFECT	4	1	5	10	1	1*!	?
STRIMMER*	***	***	****	****	***	**	*	NO EFFECT	***	**	**	***	****	NO EFFECT	?
TOMATOES	1	1	13	1	3	6	8	NO EFFECT	2	1	5	5	1	NO EFFECT	?

KEY

RED Red numbers denote the most suitable weapon.

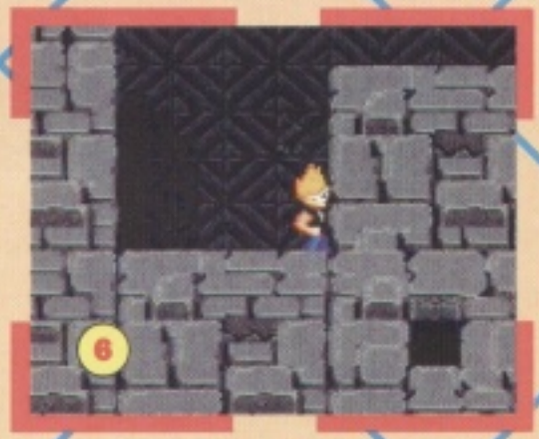
(*) Footballers will catch it and run off for touchdown!

***** Rating gives effectiveness of Strimmer on monster.

NO* EFFECT No effect – they duck!

PASSWORDS GUIDE

Level 5 – GHRT
Level 9 – GBGF
Level 13 – JFCZ
Level 17 – SKYJ
Level 21 – DXBR
Level 24 – JYLD (Bonus password – GYLM)
Level 33 – WJQK
Level 37 – RZVD
Level 41 – FRPJ
Level 45 – DLHY
Credit level – XWJR (Don't use till you've finished the game)



Mini Level Guide

LEVEL 7: DR TONGUE'S CASTLE OF TERROR

(3) There's an extra life and medi-pak in a secret laboratory at the top left corner of this level. However, to get there you must use a secret passageway leading from the top right-hand corner. And be warned, it's protected by the game's first Frankenstein's Monster.

LEVEL 8: TITANIC TODDLER

(4) Use Speed Sneakers to rescue the victims before the Giant Baby squishes them. Look in the bottom right corner of the level for a Pandora's Box.

LEVEL 9: TOXIC TERRORS

(5) A special Bonus Level icon (Mushroom Men) is hidden in a hedge at centre-top of the stage. Stay on the move, as those Blobs are vicious.

LEVEL 14: SEVEN MEALS FOR SEVEN ZOMBIES

(6) There are plenty of hidden passageways and treasure rooms here, the largest being located just to the lower right of your starting position.

LEVEL 15: DINNER ON MONSTER ISLAND

If you swim for it, a very useful Skeleton Key can be found on a tiny island in the level's bottom left corner.

LEVEL 17: OFFICE OF THE DOOMED

(7) There's a Bonus Level Icon (Someplace Very Warm) in the top right corner of the stage, but you'll need a Bazooka shot or Beast Potion to get it.

LEVEL 20: INVASION OF THE SNAKOIDS

There are three Snakoids on this level, and you'll need to kill them all to get the three Skeleton Keys to progress. Which isn't as bad as it sounds, provided you've got the weapons for it.

LEVEL 22: REVENGE OF DR TONGUE

(8) Once again, there's a Bonus Level Icon hidden in the castle. This time you'll have to take a secret passageway leading from the laboratory through to a Skull Door, so you'll need a spare Skeleton Key. Your best bet is to save the one from level 15, but make sure you get it, because as soon as you exit, you'll be instantly whisked away to:

BONUS ROUND: THE SON OF DR TONGUE

First take out the Giant Baby to obtain another Skeleton Key. Then use a pair of Speed Sneakers to leg it up into the laboratory and save the elusive Dr Bug (he's not hard to spot), before the three Frankenstein's Monsters get him. I won't tell you what he's worth. You'll have to find out for yourselves.

LEVEL 24: WAREHOUSE OF THE EVIL DOLLS

A Bonus Password icon and a Beast Potion are hidden in a chamber at the bottom of the stage, but you'll need a spare Skeleton Key to reach them.

LEVEL 33: FISH AND CRYPTS

Another Bonus Level icon (Curse of the Pharaohs) is waiting for you in the top left corner of the pyramid. Be warned – you'll need a Bazooka or Beast Potion if you want to make the most of this bonus level.

LEVEL 36: MONSTER PHOBIA

Collect as many weapons as you can on this level before attempting to tackle the Giant Tarantula. Shoot the windows with Bazooka shells and search outside, on the rooftops, for bonus items.

LEVEL 45: DANGER IN PICNIC PARK

Make absolutely sure you have a spare Beast Potion for this level because it's absolutely packed with bonus goodies. As soon as the level starts, drink your potion and head out into the Ant nest. Hidden behind the trees you'll find potions, Bazooka shells, extra lives, medi-paks, you name it – it's there somewhere. We've even seen the elusive Flame-thrower, once.

An extra life is hidden in a fairly obvious hedgerow. Grab the items quickly, before the Red Ants steal them and take them back underground.

LEVEL 46: DAY OF THE CHAINSAW

There are two Skeleton Keys to find here, one in a hedge near where you start, and the other right over on the left side of the stage, past a destructible bit of fence. Don't lead the Blobs straight down to the cheerleader! However, if you let the Maniacs follow you then they'll obligingly chop down quite a few hedges before you need to expend any Bazooka shells or turn purple.

LEVEL 48: CURSE OF THE TONGUE

You'll need to find all three Skeleton Keys to reach Dr Tongue himself, so remember to pick up the one hidden in a passageway just above your starting position. And don't use all your weapons on the Giant Tarantula, as the biggest surprise is yet to come...

9

Bonus Items Guide

MEDI-PAKS
Have one lined up ready when your energy gets low, but wait until you are down to your last bar before stabbing the X key (unless there are Blobs around, in which case you should use them on your last three bars).

CLOWNS
You have to drop the Clowns near the monster you are trying to distract, or they'll ignore them and go straight for you anyway. Best used on Chainsaw Maniacs, Ants and Chuckie Dolls.

GOOGLIE THING
This annoying critter leaps out of cupboards and takes a bite of your energy, whilst googling at you. However, you can avoid him if you open all cupboards slightly to one side and press away on the D-pad.

BEAST POTION
The ultimate offensive. Turn yourself into an invincible purple beast and give the Zombies a taste of their own medicine. I've found that if you hold the punch button down, and keep as still as you can, the effect lasts longer than if you just walk around. Best to save your Beast Potions for the boss monsters.

INVINCIBILITY POTION
You can walk over water while you are invincible, but you can't open doors. Watch out you don't attract too many monsters or they'll hang around till it wears off.

The Monster Manual

GIANT BABIES
Big trouble. If you try to tackle him with normal weapons you'll get squashed, so lay into him with a Beast Potion and finish up with a few smart bombs. Bazookas do good damage if you can actually hit him, and once destroyed, they always drop Skeleton Keys.

VAMPIRES
Wait until he stops flapping around and takes human form, then shoot him or walk into him from the front with an Ancient Artefact. A Vampire Destroyed Bonus is worth the effort.

FRANKENSTEIN'S MONSTER
The best way to deal with this reanimated anatomical amalgam is to just Beast Up and punch its lights out. Five Bazooka shells should also work, but sparks will fly.

SNAKOIDS
10 Run around on a small spot and then leg it downwards and to one side. When it sticks its head up, let rip with a Bazooka. Or, kick in a Beast Potion and stand still whilst holding the punch button down. The Snakoid will keep attacking you while you pummel it, and seeing as you're not moving, the potion will last for ages.

SPACESHIP FROM MARS
9 Stand well inside a building where the Martians cannot touch you (they can only beam down to an exterior location, thankfully) and wait for the UFO to appear. When the hatch on top of the craft opens up, lob in a fizzy soda pop can (it'll flash yellow if you score a hit). The UFO will zip off in retreat but repeat your attack when it returns and eventually, with great patience, you'll save the Earth. Klaatu barada nicto, and all that.

TARANTULAS
Urgh! I really hate spiders, especially when they won't fit around the S-bend. These guys are the toughest munsters you'll encounter in the game and take a real beating. And they keep dropping webs, making it almost impossible to manoeuvre freely (although they can be Strimmed away). The best method I've found to get rid of them is to lay in there with the Strimmer, button held down, and keep your finger ready to use a medi-pak when your energy drops. It'll take about two re-fills, but it's the quickest way.

10

DR TONGUE
Use the tank of liquid you'll find at the bottom of the screen to hide behind (when he attacks with his tongues), and then strategically pop out and waste him with whatever weapons you have got left. After four stages, he will be gone, leaving you to reap in the points and see one of the most original game endings we've ever found.

EXTRA BONUS CREDIT BONUS CREDIT!

As the game progresses, you'll notice that there are several different types of bonuses awarded. High scores are rewarded with more victims and extra lives, so take advantage of the points potential.

EXTRA BONUS VICTIM: Obtained through points. If you already have 10 victims an extra life will be awarded instead.

LEVEL ICON: As well as taking you to a hidden level, the Bonus icon is worth hundreds of points.

WEED CUTTING BONUS: Awarded for excessive Strimming of poisonous weeds on levels with Giant Mutant Plants.

NO BAZOOKA FIRED BONUS: Available on levels with Chainsaw Maniacs, Babies and other such hard-to-wipe monsters by using methods more cunning than the standard military response. The complete opposite, in fact, of...

MASS DESTRUCTION BONUS: Shattered glass and hot twisted metal! Buildings razed to the ground! If enough walls and hedges are reduced to rubble you'll score damage points.

ALIEN INVASION REPULSED BONUS: Destroy the UFO, as outlined above, to win thousands of points.

FISH FRY BONUS: For destroying shoals of Squid Men (Creatures from the Black Lagoon lookalikes).

EXTERMINATION BONUS: For annihilating swarms of Giant Ants (a Martian Bubble Gun should do the trick).

SOLSTICE II EQUINOX

SUPER PLAYER'S GUIDE
SONY IMAGESOFT (US/UK)

By Zy Nicholson

An isometric platformer? An arcade adventure? An action puzzler? A tub of coleslaw? *Equinox* could be described as all four (er, almost). We're especially pleased to see this game receive a UK release, having awarded it a respectable 90% when we reviewed it back in issue 8. However, some of the conundrums are proving a tad hard for some of you. In response to a number of requests, we'll help with the solutions to the most difficult bits.

General Tips

1. Although you can only jump in four directions, your jumping ability is remarkable as it allows you to turn corners in mid-air. You can effectively step up to a diagonally adjacent block by pressing to one side after leaping. Your direction can also be controlled whilst falling – extremely handy for curling under ledges as you drop.

2. Moving blocks around is an essential element of puzzle-solving, and you can sometimes shift more than one block at a time. However, groups of blocks take longer to push. You may have to hold the D-pad down for many seconds before anything starts to happen.

3. Gates will kill you if they fall on you, but it's quite safe to jump on top of them and use them as lifts.

4. All blocks are effectively squares – even round ones (!) – and will support you with their corners. Watch your shadow to see how far you can over-hang. You can sometimes discover the exact position of a perspectively-confusing block by jumping up below it to see if you hit your head on it.

5. After killing a monster, check to see if it has dropped an object (it may be obscured by the perspective). If so, and you do not collect that object before leaving the room, the monster will regenerate. A glowing gate – the sort that cycles through many colours – can be opened by a) killing all the monsters in the room, or b) picking up an important item from the room.

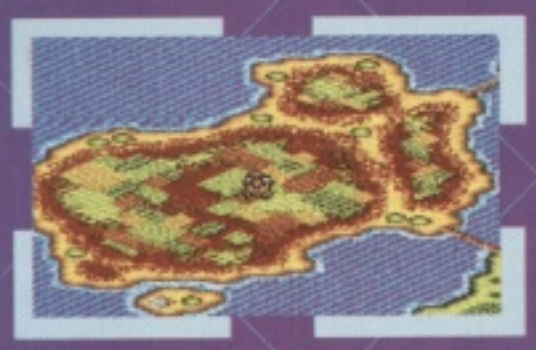
6. The game is saved every time you climb back to the surface of the island, and you should aim to save after completing any particularly troublesome room. Once on the surface, replenish your energy by attacking monsters. Bats will restore your Magic and Trolls provide Life, but with the Heal Spell at your disposal it's actually much easier to go for the Bats to top up your life.

7. To add an item to your inventory it's not enough simply to reach it and collect it – you must also make your way safely back past any spikes and monsters and exit the room. If you die before leaving then the room will reset and you will have to go and collect the item again.

8. Take the time to watch through the entire demo sequence. It might take 20 minutes, but you'll see some useful techniques revealed.

9. Finally, make sure you crank up the volume on your TV (or hi-fi, if you're making the most of our stereo feature this issue) so that you can capture some Class A ambience, as composed by Tim Follin. There's nothing like a good atmosphere to aid your gameplaying.

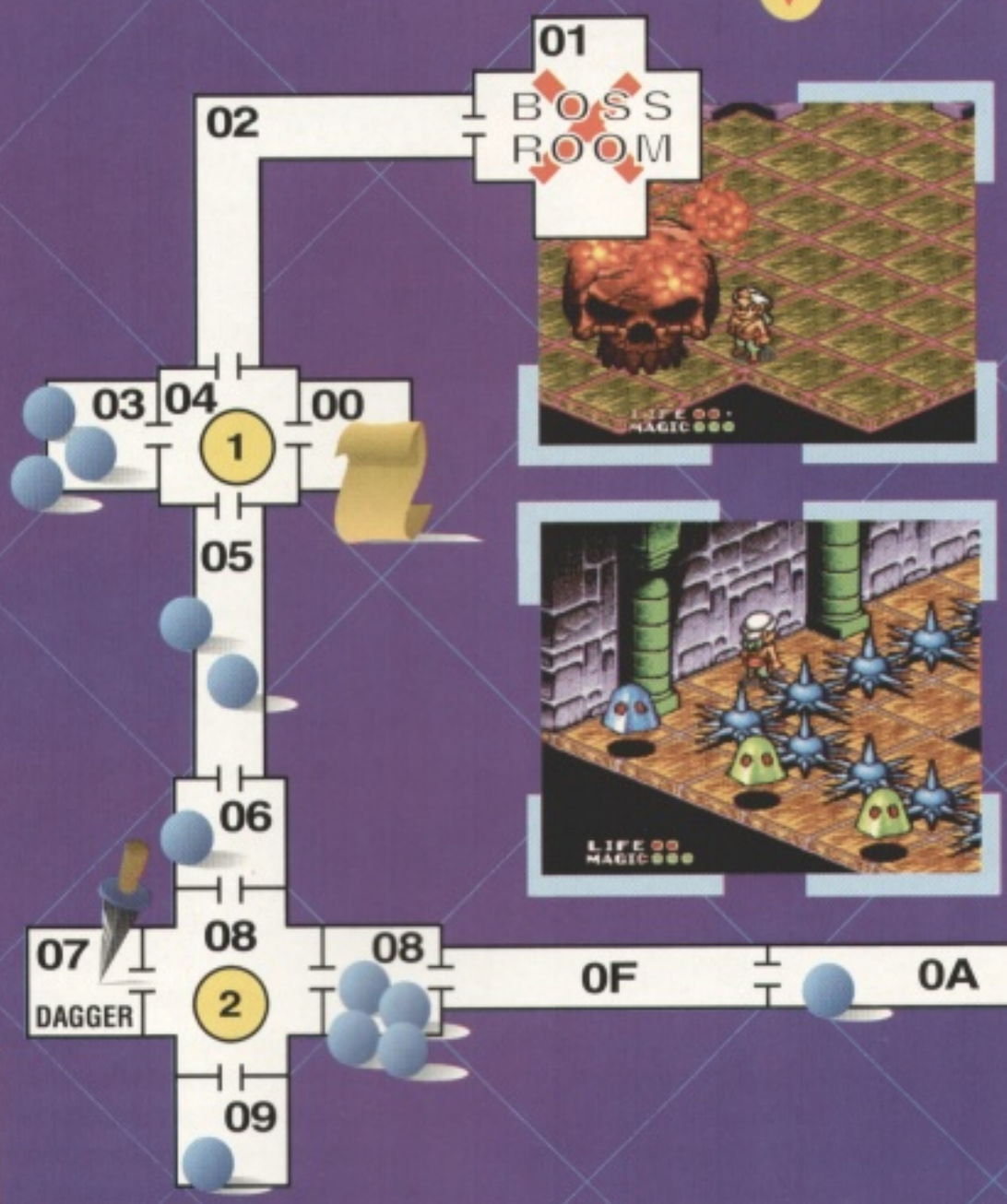
Galadonia



Your first priority here should be to get hold of the dagger. With this you can then destroy the blobby ghosts patrolling the dungeons.

Room 02

Upon entering the penultimate room, you will be rushed by three ghosts who will kill you if you stand and throw daggers. Instead you must walk around the entire room, avoiding the central spikes, to perform a complete circuit without stopping. Then turn and fire. The ghosts will be slowed down sufficiently at the dog-leg for you to get in enough hits with the weapon.



Galadonia boss: Bonehead

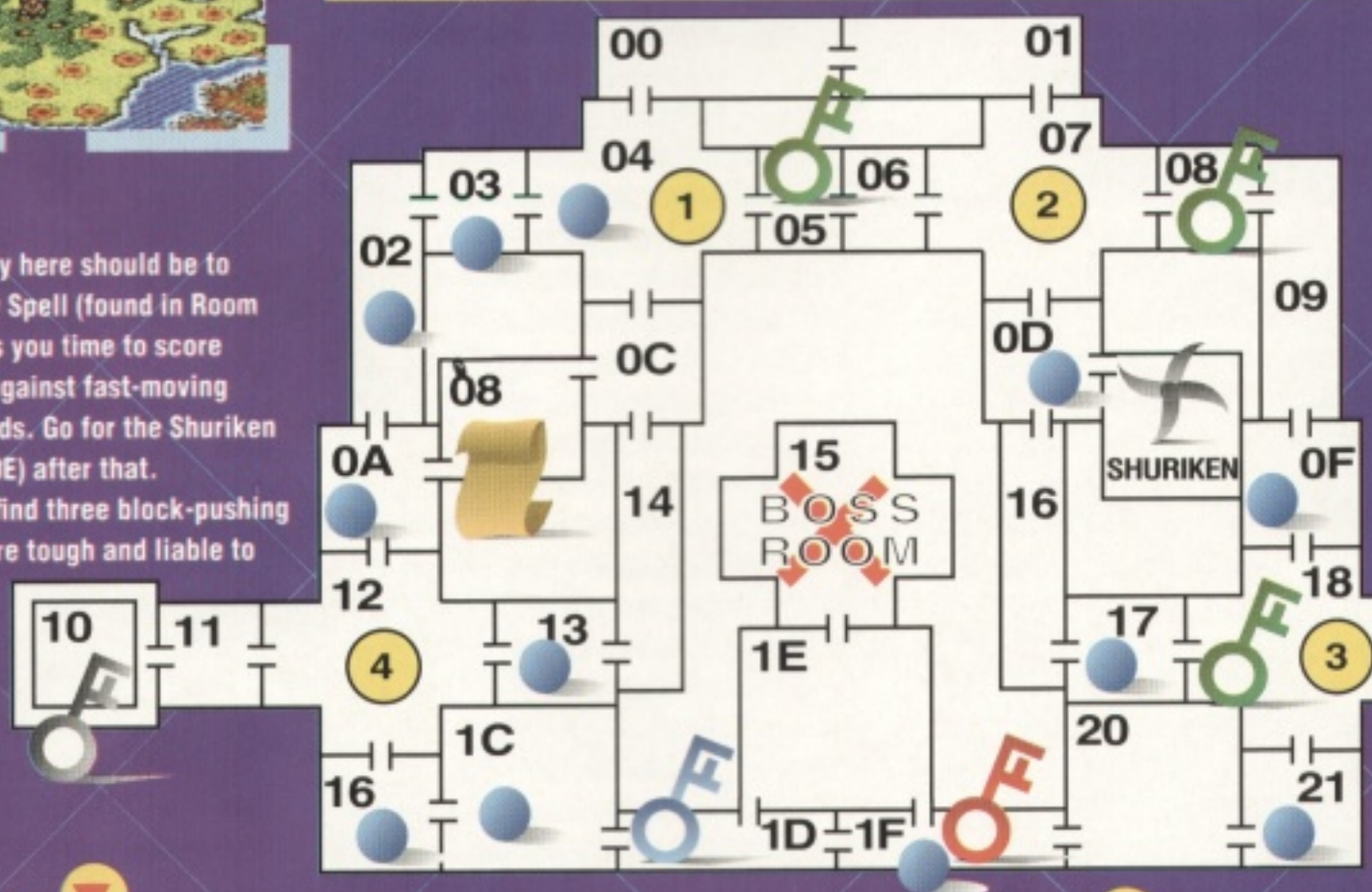
When Bonehead appears, rush into the middle and shoot him a couple of times. Move back and get some more hits in when he slides back and forth on the right – aim for the reds of his eyes. For the first few bosses, this corner (below) is a fairly safe place to retreat when in doubt. You can't harm him whilst there

are ghosts around, so take them out individually (they make a 315° turn upon hitting a wall, so predict their path and set yourself up in a safe firing position) and resume your assault.

Tori

Your first priority here should be to collect the Slow Spell (found in Room 0B), which gives you time to score dagger strikes against fast-moving ghosts and guards. Go for the Shuriken weapon (Room 0E) after that.

You'll also find three block-pushing puzzles which are tough and liable to stump people.



Tori boss: Sung Sung

Again, this corner is a safe retreat for facing off the boss. As he's quite tall, you need to jump and fire to hit him between the eyes. The best time to throw is when he rises from the middle of the chamber, facing right. Shoot from the side a couple of times and clear out.

Room 10

Yes, you do need to push around some of the blocks, but not the seemingly obvious ones. It may take some time to work out the desired effect, so just hold the buttons down and wait and see what happens.

Room 1A

Push the right-most brick forward and slide the adjacent one behind it. You can now extend the two bricks over the spikes, bridge-fashion. Jumping back after retrieving the key may take a few attempts, however.

Room 18

Ascend the pillar of blocks with cornering jumps and try pushing the stones around you. When something moves, stepping to the green key should become clear.

Room 01

This is a perfect opportunity to discover your amazing ability to catch blocks on your head (try this in 1D). Run to the corner upon entering the room, standing so that the sliding block drops on you. Dislodge it using the conveyor ledge above, after moving right slightly and, with a bit of fiddling, you can get it to fall off in a position that allows you to leap to the upper ledge. Jump along the conveyor tiles and shoot the pink ghost to progress.

Room 07

Looks solid? Just jump and push, and prove everybody wrong.

Room 14

After disposing of the ghost, push the block off the high ledge and use it to reach the top of the gate. You'll be lifted orbwards.

Deeso

Deeso boss: Quetzlcoatl

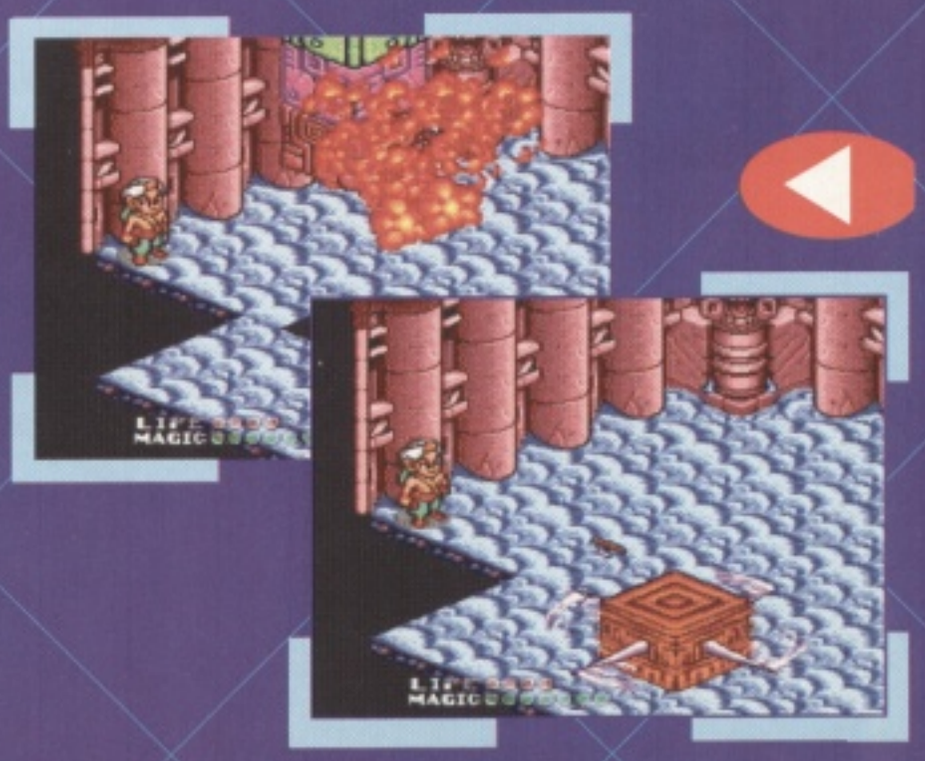
Again, stay in this corner and reel off axe shots whenever the column approaches you. In its final incarnation it's more dangerous and can reach you with spinning spikes, so chase after it to get in as many shots as possible whenever it recovers. To be honest, you really shouldn't have too much trouble with Quetzlcoatl.

Room 0B

Push the middle block and then the left block forward to make a column at the end of the conveyor tiles. Jump and push to make the upper block of this column into a step that will catch the third block when pushed forward.

Room 20

You can only see the topmost block here, but there's an entire staircase hidden behind it!



SUPER THE EMPIRE STRIKES BACK

SUPER PLAYER'S GUIDE

JVC/LucasArts (US/UK)

By Dan Jevons

We reviewed *Super Empire Strikes Back* (we'll drop the *The* 'cos it looks daft) in issue 15. Since then, Dan has been wearing his fingers to the bone to bring you the Super Player's Guide to this glossy platformer. As usual, we'll kick off with some useful hints...

General Tips

1. Your success depends on two things: a) mastering the control technique of the various characters/vehicles, and b) knowing where to find all the secret stuff. In *Super Empire Strikes Back* invisible bonuses are hidden all over the shop, and they're pretty crucial if you want to complete the game on Jedi.
2. Most of the time you need to hit/shoot the area the hidden bonuses are in before they are revealed. All of the items described in this guide are genuine, so if you can't find them you're not looking in the right places.
3. The point multipliers (Darth Vader Helmets) may seem useless (apart from the great digitised 'impressive'), but remember that points make lives. So it's worth clocking up the score.
4. Remember, most enemies killed leave Hearts behind. If, at any stage, your energy is particularly low and there's no sign of help, try retracing your steps to see if some of the enemies you have killed will reappear and let you slay them again.
5. 99% of the enemies will stop regenerating if you blast them enough. Remember this when you come to a tricky platform section and you don't want any bad guys getting in your way.
6. If you can't see where you're going use the 'L' and 'R' buttons to scroll the screen vertically UP or DOWN.
7. Luke can perform a ducking down attack with his Sabre. Simply press DOWN on the D-pad, then release and press ATTACK instantaneously. If you time it wrong, he'll just block. Once in the ducking/attack position Luke can continue ducking and attack above him by pressing UP whilst keeping the ATTACK button held. This is hard to master, but useful as it extends the striking range of your Sabre.

The top five most irritating enemies

PURPLE SPHERES

1 These float around in pairs, bump into you a lot, and are invincible until they briefly open up and dump lava on you. Make sure you're on a flat piece of land, and use a Heat Seeker or Plasma Wave Blaster. Fortunately, they stop coming after a while.

STORM TROOPERS WITH JET-PACKS

2 Annoying because they take off so much energy whenever you touch them or get shot by them. And they're especially irritating in the horizontally-scrolling Snowspeeder section. Just Sabre somersault them, or shoot them with a very big gun.

WALRUS BOUNTY HUNTERS

3 These are aggravating because they tend to turn into giant beach balls, bounce on top of you and push you around a lot when you least expect it. And they're hard to kill. Watch out for them on the Chewie/Boba Fett Level (see level guide). It's best to use the Heat Seeker gun on them.

WAMPAS

4 These creatures always freeze you even if you only threaten to go near them. They are especially annoying because they then go and knock you off a cliff.

GRENADE-LOBBING IMPERIAL STORM TROOPERS

Obviously, these are Imperial Storm Troopers who lob grenades at you. And they block too. To deal with these baddies, it's best to jump over them and attack from the other side. Alternatively, you could just Sabre them.

Level 1: Hoth

1-1

Use your Lightsabre for this brief stage. As you climb the hill (dodging the giant snowballs) there's a hidden Heart and Blaster power-up which you can reach by climbing onto either of the last two enclave ledges before the top of the hill, then somersaulting (with your Lightsabre) out into the air on the left.

1-2

1 At the start of the level kill all the Hoth Hogs (using your Blaster) for a Blaster power-up. Then, when you come to the first giant pit, climb down off your Tauntaun and fall into it. As you fall, go left and you'll reach a ladder of invisible platforms. Use your Lightsabre to reveal four hidden Lives, two Health Swords and another Blaster power-up, pressing DOWN and JUMP to climb down to the lower platforms. Also, before the end of the level there are

two more hidden Blaster power-ups in caverns below you. Dismount and jump down to reach them.

1-3

Cave 1

Password: TCCPSJ

4 (Note: all the passwords given are for Brave difficulty level)

Inside the caves you'll find airflows that, when caught, will send you flying up into previously unreachable caverns. Inside these caverns, normally, there are platforms both to the left and right

when you reach the top. To find the items described below, either catch the airflow in a Sabre somersault or move onto one of the platforms and shoot the middle section of the tunnel with your blaster.

AIRFLOW 1 (they are numbered in the order they come left to right of the level): Blaster power-up and Heart.
AIRFLOW 2: For an extra Life and regenerative Heart.
AIRFLOW 3: Blaster power-up and regenerative Heart (to the right).

There is another extra Blaster found just after the second Wampa creature. To collect it fall off the edge to the right and pull left. You'll drop into a small water-filled cavern – the Blaster is on the right of the pool. Also, use your Blaster on the Wampas because if they get near you they'll freeze you and slash away at your energy.

For all of the cave sections – and the entire Hoth level – it's worth keeping your gun set on Heat Seeker and not upgrading it. This may sound daft, but it makes life much easier.

Super Boss: Wampa Beast

5 Using your Lightsabre adopt a left/right alternative attack pattern.

Wait

until the beast attacks with his claw, then jump to the side the claw came from, hitting the Wampa with your Sabre on the way. After the beast has attacked with his claw on the other side, jump back and strike again. Make sure you time your jump so that you won't stray into the beast's freezing breath in your arc.

1-4

This is a quick joining section to the next cave. Don't get caught out on the tricky jumps. Make sure there is nothing to push you around when you leap.

1-5

Cave 2

Password: NLBJJF

It's advisable to keep your Lightsabre on and switch to Blaster when confronted by an Ice Cat or a Wampa (unless you have a Heat Seeker). Like in Cave 1, there are several bonuses to be found hidden in the caverns at the top of the secret airflows:
AIRFLOW 1: Extra Life, Heart
AIRFLOW 2: Health Sword (lower right platform), Heart (upper middle)
AIRFLOW 3: Two Health Swords
AIRFLOW 4: Plasma Shields, Heart
AIRFLOW 5: Heart, extra Life
AIRFLOW 6: Blaster (on right)
AIRFLOW 7: Exit.

Again, like in Cave 1, there's a Blaster hidden in an underground pool just past the third Wampa. Fall off the edge to the right and pull left. Finally, once you've ascended the final Air Shaft (towards the exit), you'll find a hidden ladder of invisible platforms to the left, with two extra Lives at the top.

1-6

Super Boss: Imperial Probe Jnr

If you have a Heat Seeker avoid this guy and keep firing. If you don't then use your Sabre. Simply DUCK and slash above you (as described in the General Tips). Destroy the probe's legs first and then its body.

After the first boss has been killed there are several Hearts and Blaster power-ups hidden in cavities in the snow. Press DOWN and JUMP to reach them, then slash with your Sabre to reveal the goody. Now, after a sliding ledge ride (hold back to slow down and give yourself time to collect as many rebel symbols as possible), make sure you kill all the electric eels before you have to face...

Super Boss: Imperial Probe Droid Snr

6 As soon as he appears, drop down into the water so he can't attack you. Then, using your Sabre/Heat Seeker, swim next to him (making sure you don't bump into him, of course) and blast/slash him as he rises up out of the water. Once you've depleted the first energy bar, the Probe will split and the top section will fly into the air to try and drop lava on you. He's easy to avoid, and you can finish him off with somersault Sabre attacks or Blaster shots.

Level 2: Rebel Base And ATAT Attack

2-1

Getting to your Snowspeeder

Password: DGBDPL

If your Blaster isn't Heat Seeker level or above, then use your Sabre here. Slide under the falling girders, or run slightly

underneath them, then run back to make them fall. The flame-throwing mines on the ground should be destroyed (a low Sabre blow does the trick), and when you're attacked by the

7 mechanical spiders use your Sabre to block. Then, when they fire, they'll blow themselves up. The crates sometimes give bonuses once they're destroyed (watch out for the shrapnel), and there's a fixed Blaster power-up in one of these crates about half-way through the level.

The Hoverbike section shouldn't prove too difficult – just keep the FIRE button held down and move quickly up and down to create an arc of fire that will destroy anything on all levels as soon as it enters the screen.

2-2

Snowspeeder stage

Password: HMGPWJ

8 The trick here is to learn the collision detection. Most of the damage will come from crashing into enemy crafts, and the scrolling on the sprites is poor, so make sure you know exactly how close you can get to an enemy craft before pulling away. The Probes and Bikers are easy (re-fill on the Hearts they drop) and should prove no real problem.

When you reach the ATST's get a long clear run up and just keep firing. Then, once you have passed, if you haven't destroyed one, turn around and re-attack the same ATST. Stick to destroying one machine at a time, rather than having loads of attack runs on various machines. If at any time your energy

is low, pull away and kill some Bikers to replenish your health.

Finally, you've got to attack the ATAT walkers. Fly to the left or right of them and throw out your cable (L or R button) timed to be at its maximum extension as you pass them by, then start to turn around them. Once hooked, you must fly three circles in a level course. Don't just hold down LEFT or RIGHT – you've got to grade the circles and height, otherwise you'll fly too wide and lose the line, or crash into the ATAT's body.

2-3
Entering the last ATAT
Password: JRGRTD

10 At the start of this level is a ludicrous side-scrolling shoot-'em-up bit with you in your Snowspeeder. Ludicrous, because your ship takes up half the screen and it's impossible to dodge anything! You must take a line down the middle of the screen, then weave up and down firing to cover the higher and lower points. When the jet-packing Storm Troopers appear, go down and to the front of the screen, until they come out from behind you and you can blast them. Otherwise just get lucky! When you land, head straight for the door in the ATAT.

2-4
Inside the ATAT
Password: MDBNMR

Watch out for the rolling orbs, because if they touch you they do loads of damage. If you haven't got a powerful gun its best to use your Sabre, especially when you come up against the Automatic Sentry Guns. Just block and let them destroy themselves (in most cases leaving a goody for you – though rarely energy). If your Health gets low, repeatedly kill the same enemy, especially the orbs, as they sometimes leave big Hearts.

2-5
On top of the ATAT
Super Boss: ATAT Cockpit

9 if you don't have a Heat Seeking gun (or better) then you're in trouble here. I found the best way to destroy the three guns is to wait on top of the ATAT-killing jet-packing Storm Troopers until one of them drops a Thermal Detonator. Pick this up then quickly slide left towards the cockpit and wait until either a) all three guns are on screen, or b) the Thermal Detonator is about to run out. One well-placed Thermal Detonator kills the boss instantly. If the Storm Troopers don't drop a Thermal Detonator just keep killing them till they stop coming. It makes shooting the guns a lot easier.

Level 3: Han Inside The Rebel Base

3-1
Password: HDPPLL

As you progress right you'll find a Blaster power-up hidden in one of the crates before the first moving platform. To move the platforms (even the horizontally-moving ones) press either UP or DOWN.

11 The fourth moving platform you find moves up and stops at two

levels. If you get off at the first level and go left you will find a Blaster power-up and Heart hidden in the air at the end of the passageway. After platform 5 you'll have your first encounter with the spinning spikes. Either roll under them or stand back, duck and shoot them. The first right on platform 6 yields a repeating Heart and Health Sword, and the first left on platform 7 gives a Blaster power-up. The last moving platform (8) has two stops, with the first left hiding a Blaster power-up, Health Sword and Heart before your encounter with two huge, white, *Assault Suit Valken*-type mechs. The best way to destroy these guys is to throw grenades into them when they're still on the ground, then shoot them when they're in the air. Just before you meet the boss, the last two crates hide Grenades and a Blaster power-up.

Super Boss: CAT

13 When it first appears your main priority is to shoot off the heavily

damaging rotating spikes. Once these have gone, lay into the body with as many Grenades as you can muster. Not a difficult boss to despatch.

3-2
Han rescues Leia
Password: GTLCNP

At the start of this level, whenever you encounter a mechanical spider, shoot it before you do anything else. When you reach the first moving platform walk right until you fall off it and down the shaft. You will reach a hidden corridor that holds a veritable bounty of goodies in the air above you (including two Lives, limitless Grenades, two Blaster power-ups and a repeating Heart/Health Sword that lets you really pump up your energy). Just run along shooting at the sky. Once you've collected as many bonuses as possible, go back to the door on the far left, stand in front of it and push UP to return to just before the first moving platform.

When you reach moving platform 3 you can fall off down to a hidden corridor, and although there are no bonuses, if you use the door on the left you are teleported instantly to platform 5. And, funnily enough, to the right of the top of platform 5 there is a Blaster/Heart icon to be collected.

Super Boss: ATST

12 Easy peasy. Firstly, shoot off his gun. Once that's gone, roll underneath him (between his legs) and throw Grenades at his back.

Level 4
The Millennium Falcon

4-1
The escape
Password: WWBGHF

What you have to do here is keep one eye on the main screen, to keep dodging the asteroids, and the other on your scanner (it's not just there for its looks, you know). The TIE fighters attack from behind and appear as red dots trying to get into the middle of the scanner where they can take a shot at you. Once they've attacked from behind they come round in front and appear as green dots. What you've got to do is dodge the asteroids, keep moving so he red dots don't align themselves in the middle of your scanner, then as soon as a green dot appears, head in that direction, guns blazing. Of course, this takes a bit of practice...

Level 5
Luke On Dagobah

5-1
Luke looks for RTD2

As soon as the level begins, jump up to the platform above you, go as far left as you can, and do a Sabre somersault into the air to reveal a hidden Health Force icon. Then drop down to the very bottom of the level, still staying left, and Sabre somersault again to find a hidden Elevate Force icon and a Force power-

14 up. While you're there, kill all the Helios enemies (jellyfish) that attack you for a Blaster power-up. Also hidden on this stage, about half-way through at the very top of the level is a Mind Control Force icon and at the bottom, a Sabre Deflect Force icon. It's too hard to explain exactly where – just keep searching.

5-2
Luke looks for Yoda
Password: PGBNBH
Stay at the bottom of the level to avoid the super-tough Gundarcs. When you reach the Mushroom stepping stones bit, use your Sabre to reveal (in between Mushrooms in the air) an Anti-Motion Force icon and a whole host of Force power-ups. Be careful on these Dagobah levels – it's not worth hanging around. Just keep plugging for the end.

5-3
Luke kicks butt
16 Wow. Bonusarama. At the beginning of the level use your Elevate power to reach the platform above your starting position. Along this platform, hidden just above your head, you should find absolutely every Force icon under the sun. Just jump around with your Sabre out to rack in the items.

Then, drop down to the very bottom left-hand corner of the level to find a hidden Blaster power-up and Heart. Head right, and you should soon reach the moving platform section (reminiscent of *Super Ghouls 'n' Ghosts*). Keep Sabre somersaulting to kill the Helios and put your Force power on Elevate. Then, when the first platform scrolls into view, jump up onto it and keep climbing up. If you get knocked off, press UP and your Elevate power should come into effect. Along the top of the level you'll find Force icons, Force power-ups and then, near the end of the level, two extra Lives, a Blaster power-up, a Shield and loads of Hearts. And, after a while, the Helios will stop coming.

Super Boss: Swamp Creature Hagabad
17 This guy takes aaaages! get your Sabre out, and put your Force power on Heal. Then, as the beast comes towards you, Sabre somersault over him, attacking him as you go. Once you've jumped over him, he'll stand up full, revealing his mouth. Keep jumping and hacking at the side you are on (staying away from his mouth and the grubs he throws out) until you're pushed against the edge of the screen, then somersault back across him to the other side. Repeat this process till you have

cut off his four eyes and nose, then JUMP down into the swamp below (where he can't hit you) and swim about, using your Blaster to finish him. As you sink, wait until your feet are just off the screen, then press JUMP. This takes a while, but it's the safest way.

Level 6
Cloud City Bespin

6-1
Han looks for Lando
Password: DLPMMD
Firstly, get the hang of taking out the Automatic Sentry Guns without using your Lightsabre. Either duck in front of them and shoot up into them, or jump over to the other side as they appear and blast them. The fifth sinking

platform you come to (right at the start) has a hidden Blaster power-up, Shield and a Heart at its base. Let it sink down to the very bottom of the level and shoot around.

Then, when you first meet the BOSSK bounty hunters, keep killing them until you are given another Blaster power-up. Now go on until you reach the first spilt in the level – the bit where you can either take a platform up or keep going left (though eventually you have to take the platform up) – if you do go left you reach a Blaster power-up and three Hearts, though you have to get by some Walrus bounty hunters and an IG88.

15 When you come outside and reach the first big drop to your right (a moving platform shaft without the platform – not the one with the platform), drop down and fall right. Keep dropping down till you reach a room at the bottom right. Here you'll find Lives, Grenades, Blaster power-ups and a repeating Heart/Health Sword. You can then take the moving platforms back up.

As soon as you reach the top level of the moving platform, go right and fall down a hole to be confronted with another split. If you go left (past a Walrus which if killed three times gives a Blaster power-up), you'll reach a room with a Blaster power-up, Heart and four extra Lives. Further on you will reach another 'go left or take a platform up' junction. If you go left to the end of the corridor and shoot in the air, you will reveal more Lives, Blaster power-ups and Hearts.

Super Boss: Imperial Junk Transport
18 A toughie this one, mainly because he's nearly a whole screen big and you can't actually dodge him. Wait around the door just before you get to him, killing four Loms until one of them drops a Thermal Detonator, then leggit onto the boss and let her rip.

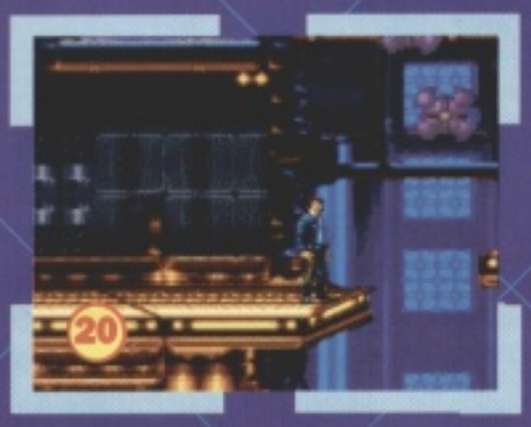
Other than that the best plan is to attack the outside of the ship first with Grenades, then roll underneath to attack the other side when it flies at you. Once both the outside sections have been destroyed, duck, get in the middle, and fire up to finish him off. You're sure to get hit tackling this guy, so make sure you have got a big energy bar.

6-2
Chewie looks for C3PO
Password: SHRBLW
Make sure you make the most of Chewie's 'Haggar' spin, as you are invincible when performing it. Stay out of the lava at all costs, and when traversing a lava room just keep going despite all obstacles. If you hang around you'll only do more damage. The first two IG88's you come across give you a Blaster power-up and there's another hidden Blaster at the second restart point (you come up and there's a Grenade-lobbing Imperial Guard on your left and right, the Blaster is above the one on your right).

This level also introduces you to your most irritating enemies – the Purple Spheres. Make sure you find a flat bit of level and take them out as they follow you around. Shoot the lasers in the wall before you try to get past the Spheres, and I'd stay with Heat Seekers if I were you. Oh, and you'll find a hidden Heart on the left side of the huge upwards tunnel you take just before the boss (about 3/4 the way up).

Super Boss:
Ugharrd Mining Crusher

19 Firstly, take out the lasers in the ceiling, and any Purple Spheres that happen to be around you. Once your area is clear, staying on the same floating platform, you have to blow off the three junk-lobbing ports of the



crusher: top right, top left and bottom right. Once these have gone the actual body dies very quickly, leaving the escape capsule piloted by an Ugnaught. Concentrate your fire on him and he'll soon be toast. Just watch that your platform doesn't go down into the lava.

6-3
Han in the carbon freezing chamber
Password: LNGPNN

This is a very long, hard level so take it carefully. Firstly, always shoot the huge mechanical claws as they can do major damage if they grab you. And they leave lots of Hearts when killed. Try not to get frozen (*Mortal Kombat*-esque?) as it's very annoying, and check out the bottoms of all the carbon pits as they sometimes have Hearts 'n' stuff too.

When you first encounter the annoying Purple Spheres (above a huge bottomless pit which you have to cross

on dodgy platforms) take heed because 20 there is a mega bonus room to be found. Walk off the ledge right, and keep jumping down the left-hand side of the pit till you reach the very bottom of the level (where if you go any further down you're going to die). Then walk left through a hidden passageway to a room with more Lives, Blasters, Grenades and Health Swords than you can shake a stick at! And you re-start right next to it if you die. Loop city!

As if that wasn't enough, past the pit to the right (before you take the platform up) you'll find another Blaster/Heart!

Watch out for the very last run-up to the Boss, as you encounter the annoying Purple Spheres again. Make sure you kill them all before going on, as they follow you onto the boss. Don't worry if you lose a lot of energy taking them out, just go back left, fall down the passageway with the moving platform, head right and up, and at the uppermost platform there's a hidden Blaster, two Lives and two Hearts.

Super Boss:
Carbon Freezing Chamber

Not a lot to this. As soon as you get inside, keep jumping up to the top left-hand corner of the screen, lob all the Grenades you can, then angle your gun down and waste it. When it moves up, somersault to avoid its flames, though really, providing you've got enough energy and a big enough gun, you needn't bother.

6-4
Chewie goes after Boba Fett
Password: FSFMSR

The only tricky bit is the infuriating Walrus who keeps knocking you off your sinking platform about half-way through the level. Wait until he bounces towards you then jump up underneath him onto the platform he was on and run past. And if you can kill him enough times you get a Blaster for your efforts.

Super Boss: Boba Fett

21 Lay into him with your Blaster while he's still in the air, then as soon as he touches down, jump towards him and perform your spin. Provided you don't get frozen, he's easy.

Super Boss: Boba Fett's ship

22 Boy is this spaceship ugly. Ugly and stupid. Just shoot its blasters and when it comes towards you, perform your spin.

Level 7
X-Wing

7-1
Password: FCPDPC

23 Another tough level. Make sure you collect the Hearts dropped by the cloud cars, and remember to use your photon torpedoes (L and R buttons) as they take out the ships in one shot. Lock onto one, track with him, and fire two photons just in front of him. Keep moving, and keep firing, at all times.

Level 8
Luke in Bespin

8-1
Luke vs Darth Vader part 1
Password: HPLSHJ

25 You're almost at the end now! These last two levels are Sabre all the way, so don't even touch your Blaster. Block the Automatic Sentry Guns shots and collect the Force power-up they leave behind. For most of the level keep your Force power on Heal, but when you reach the tricky platform bits, put it on Elevation to stop yourself from falling.

Super Boss: Darth Vader

24 You'll meet Darth twice on this level, but his attack pattern is the same. Don't use your Blaster, as he'll deflect the shots back at you! There are two main ways to attack Vader, a) wait till he jumps then get in close and use your ducking Sabre attack (his attack will go over your head and you'll waste him), or b) slide into him and use your ducking Sabre attack just as you reach him. The key is the ducking Sabre attack. When you've defeated him for the second time you'll be blown out of the window.

8-2
The fall

Collect as many symbols as possible, it'll make you feel good. When you touch down, put your Force power on Elevation and make a dash for the final door. If your energy looks bad, use a quick Health Force, but otherwise you should cruise.

8-3
The final confrontation
Super Boss: Darth Vader

This is it. The moment you've all been waiting for. Luke vs Darth, Mano a Mano. No holds barred. Bigger than Tyson vs Bruno etc, etc. Use the same method as described in 8-1, making good use of the ducking attack. Occasionally, when you're doing well, Darth will use his powers of telekinesis to hurl some junk at you. Use repeated Sabre somersault attacks to take it out, and get as much of it as you can, because they sometimes leave behind Force power-ups. And keep your Force power on Heal all the time (unless you're feeling risky, in which case Invisible works well). When you get him down to his last few bars, you'll have to deal with Darth as well as the flying junk. This isn't as hard as it sounds because you're constantly being given extra Force power-ups to top up your Health and it won't be long before he's making a dramatic exit stage left.

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GAMEFREAK

SNES TECH & GAMING ANSWERS

By Jason Brookes

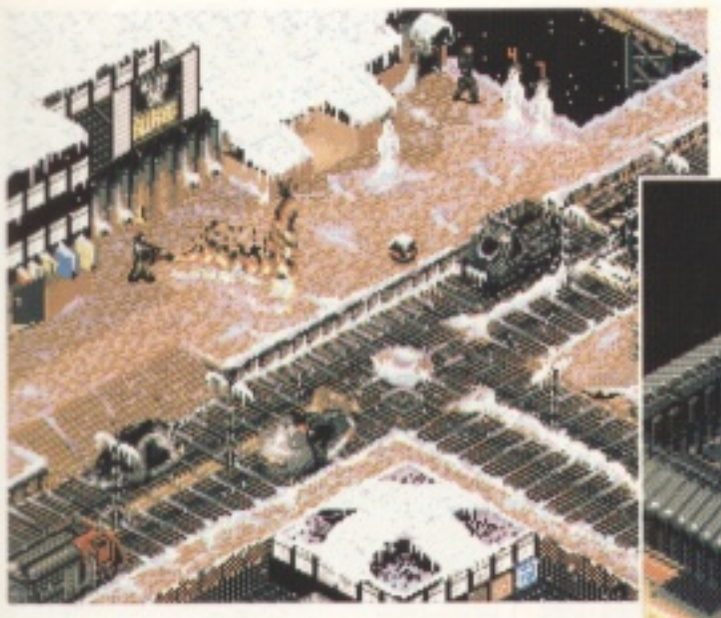
Day after day, alone on a hill, a man with a foolish grin is sitting perfectly still. And nobody wants to know him... because he's called Gamefreak, and he's actually a dreadful bore. (*Ahem, I'll handle the intros from now on – GF.*)

DEAR GAMEFREAK,
I am a great fan of the Amiga *Turrican* games and I was very excited when I read the preview of *Super Turrican* in your magazine. You said that Konami were releasing the UK version so I went into several shops and asked them for it, but none of them had it in stock. Week after week I kept asking for it until finally one shop manager said that it wasn't being released here because it had received bad reviews. Is this true? If it *is* being released in the UK, do you know when? Please help, as I would really like to buy this game.
Matthew Staynor, Bucks.
Just as issue 9 went to press containing the information about Konami publishing the game, Hudson Soft took over the deal for the European distribution of *Super Turrican*. And it *still* hasn't arrived. We gave it 80%, and the other reviews were very favourable too, so I doubt that's a reason for them not releasing it. It's far more likely to have been held up as a result of unfavourable exchange rates, declining profit margins, or the price of licorice allsorts. Or something.

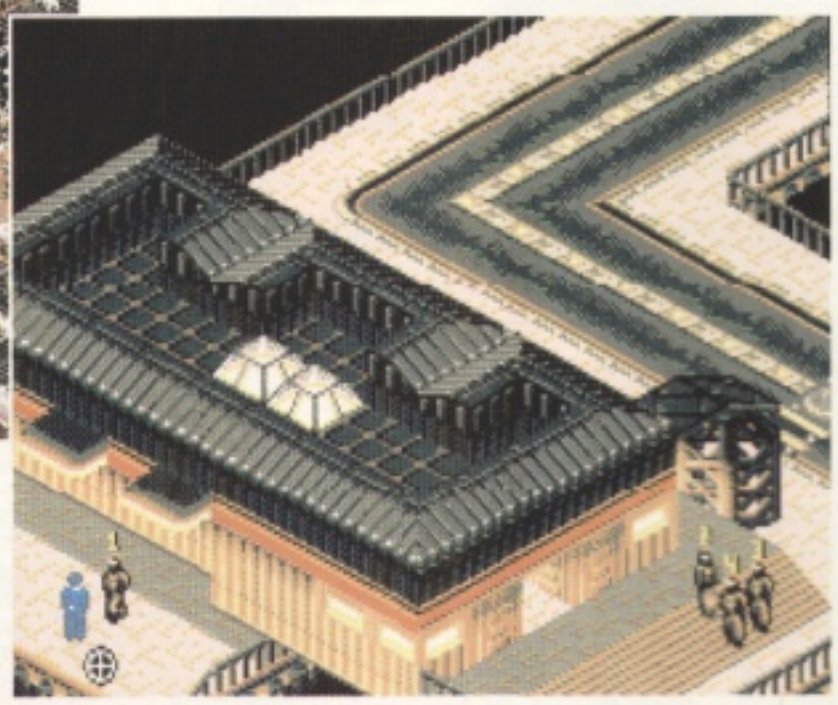
Hudson Soft's Super Multitap. Go out and buy one now.

DEAR GAMEFREAK,
I've got a few questions about the SNES that I'd like answered.
1) Do you know if Nintendo have any plans to release a link-up cable for the SNES? If they did, wouldn't it be brilliant if you could play *Mario Kart* with eight human players, or what about *Super Street Fighter II* linked up like in the arcades?
2) Why do people keep complaining about the high price of games when I've found it better to wait a few months and then buy them second-hand in near perfect condition? Recently I bought *Legend Of The Mystical Ninja* for £20 and *Alien*^{3} for £28.
3) Why are there loads of great four-player games in the arcades like *The Simpsons* and *Turtles* and yet they never get converted onto consoles?
4) Recently I bought a Japanese Super Multitap and a copy of *Super Bomberman* for my UK SNES. I have found that when the switch on the Multitap is in the three- to five-player position, the TV picture goes funny. Why is this and is there anything I could do to rectify it?
Gavin Sims, Neath.
1) For eight-player *Super Mario Kart* you'd need four TVs and four Super Nintendos. Not really feasible is it? But games using just two TVs are realistic. Seriously though, a link-up cable for multi-player games would be fantastic, but the TV problem makes the idea clumsy. Sure, you could lug your sister's TV round to your mate's house, but when she got home and found out that she couldn't watch the *Take That Christmas Special*, she'd go mad. Is it worth the consequences? I doubt it.
2) A wise move indeed, and I'll bet you could sell them on again at a later date and not lose any money. *Super Play's* very own Supermarket on page 94 is an invaluable source for second-hand games. And there's always swapping, too.
3) The SNES, and most consoles for that matter, would have a difficult time handling the speed needed to control all of the sprites on screen in games like these. And how many people actually have the Super Multitap? Not enough to warrant the extra effort, that's for sure.
4) That's strange. We tried the Super Multitap with the UK SNES and *Bomberman* and it worked fine. Are you using an adaptor with the game? It sounds like there's some interference somewhere. Ask the company where you bought the Super Multitap if they can help. It might have something to do with the joypads you're using – we used mostly US or Japanese joypads when we played *Bomberman* on the UK SNES. Try and check it with some imported joypads – remember though, these won't work when plugged directly into the UK SNES.

DEAR GAMEFREAK,
1) Do you know when the Super Deck from Hornby will be released?
2) Will *Rocket Knight Adventures* from Konami be released for the SNES?
3) Will *Dungeon Master* ever have a UK release?
4) Is LucasArts going to develop any more SNES titles? Just imagine how different a SNES version of *Indiana Jones* will be!
5) What are the next Super FX games and when are they due for release? Your magazine is fab, no wonder it's Britain's best-selling SNES mag.
Ameera Hattawi, Dublin.
1) Spring '94, if at all.
2) No, it was an original title just for the Mega Drive.
3) JVC say: 'Er, perhaps. Well, maybe.' Hope that's put your mind at rest.
4) LucasArts have a few SNES projects on the go, and they'll be shown at the CES in January. Come off it – *Indiana Jones* would be a platform game and you know it!
5) *FX Trax* is the next Super FX game, expected around February '94, and the game has improved no end since it was shown at the Chicago CES last Summer. And, as revealed exclusively back in issue 3 of *Edge*, *Starfox II* is in the works; like *FX Trax* it uses the Super FX II chip that runs at 21 MHz and makes for a 30% increase in performance. The game's now a simultaneous two-player one and it runs with a split-screen effect in this mode. Also, Argonaut are working on two other SFX (or *Mario*



Syndicate's a great game. The sort of game that the SNES is crying out for. There's one problem, though. Nintendo hate shooting. And blood. Shame eh?



as it's known) chip games. The first, *Citadel*, being programmed for Electrobrain, is a 3D robot/transformers action game expected in April '95. The second is very similar and is based on the proper *Transformers* licence. Expect this around Summer '95. There's sure to be more Super FX announcements at the Las Vegas CES in January.

DEAR GAMEFREAK,
Why are UK/US game boxes so dull and drab when compared to their Japanese counterparts?
Anon, Nonamesville.
A good question, and it's best explained by the Japanese approach to the Western Nintendo markets. Instead of giving publishers a free reign over the box design, Nintendo provide the basic grid and the artwork has to fit inside it. The result? Everything looks the same and fits tidily into Nintendo's corporate image. What's even worse is when companies turn striking Japanese artwork into badly-drawn Americanised rubbish. Oooh, it makes me mad.

DEAR GAMEFREAK,
1) Is there any news of a 60Hz external booster for the UK SNES?
2) When will *Holy Sword Legend II* be released here?
3) Any news on *Zelda IV*?
4) Overall, what is the best tennis game – *Super Tennis* or *Jimmy Connors*?
5) Will the Hyper Nintendo be better than the Jaguar?
Gareth Wilsdon-Tagg, London.
1) No, it's not technically possible.The UK machine can't be speeded up to 60Hz without modification, which invalidates your guarantee, incidentally.
2) Early next year.
3) Next year.
4) *Super Tennis* is best for two-player laughs, but *Jimmy Connors' Pro Tennis Tour* is deeper, and far more fun with four players.
5) Undoubtedly. The Jaguar's good but, if it ever appears, Project Reality will wipe the floor with it.

GOT A QUESTION?

Then ask the Gamefreak. He's the expert. And he's got all the answers. His address is:
Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

Trimmings

Horribly dull questions get ignored. Good ones, on the other hand, might just make it into Trimmings. (Along with a few atrocious ones for balance, of course.)

Is there any chance of Microprose bringing their excellent *F1 Grand Prix* to the SNES with the Super FX chip?
B Washington, Dorset.
They're rumoured to be working on it for the Sega DSP chip, but haven't announced any Super FX development. They should do it, I reckon, *F1 Grand Prix* is the business.

Is there ever going to be a 'Did you spill my pint' pub brawl game for the SNES?
Alex Jacob, Middlesex.
Let's hope so, eh? On second thoughts, er, maybe not.

Any more news on *Syndicate*?
Robert Fernhough, Wilmslow.
Not at the moment.

Is *Super SFII* the same as *SFIII*?
Daniel Mechan, Warrington.
Yes, it's identical, and comes with a Project Reality helmet marked 'dimwit'.

Is *Bomberman '94* coming out? Is this for eight players with two Super Multitaps?
Richard White, Bath.
Sorry, it's a PC Engine release, and not for the Super NES at all.

Is the import market dying?
Chris A, Nottingham.
Certainly, piracy and, to a greater extent, exchange rates have both taken their toll on the grey import market. It's suffering.

DAYDREAMING

During the gaping void that is Sunday afternoon (after *EastEnders*, of course) the mind often drifts into worthless pastures. When you're not playing Super Nintendo, you're often thinking about it, and what better brain exercise than thinking up the perfect SNES game...

Regular Australian Peter Brodie (regular as in, he writes to me a lot) listed 10 different ideas. Sadly, there's only space for one of them...
'I'd like to see a driving game where the whole idea is simply to drive! Driving is very relaxing outside of the cities, and this type of game might turn into the video game equivalent of watching goldfish. A game that lets you wind down after a hard day. There's nothing etched in stone that says a game has to be both hectic and challenging.'
So after a long day behind the wheel stuck on the M25 you get to come home and switch on your console and drive along an empty, open road admiring the kerbside flowers? Actually I can see the attraction if the hardware was capable of amazing graphics. *Out Run*'s appeal was very much a part of its fantastic scenery, remember. On something like an Evans and Sutherland simulator it'd be great just admiring the landscapes, but on the old SNES it'd be dull beyond belief.

Head Over Heels on the Commodore C64.

Richard Hanlon from Birmingham pines for his Commodore C64...
'I would hope (and pray) that one day on my beloved SNES I could play souped-up versions of three of my all-time favourites from the old Commodore C64 – *Uridium*, *Alleykat*, and *Head Over Heels*. At 36, I suppose my views won't count but I really miss playing these games and just had to tell someone...'
Thanks a lot Richard, I'm glad to be here.

Kier Hull from Leicester has a warped idea...
'I'd like to see a game sort of like *Cybernator* but with all of the characters from *Mario Kart* featured in it, and all the end-of-level bosses would be the 10 best from all the best SNES games. Then, when you'd finished the game you'd get to fight all the other characters one by one in a sort of *SFII* game.'
Stay off the drugs, son.

Finally, Daniel Mechan from Warrington.
'I'd like to play any new *Street Fighter* game on the Project Reality machine with a virtual reality mask on. It'd be like you're actually playing the characters, kicking and punching them as if you're really there.'
Yeah, it'd be great 'cos you could duff up all the World Warriors by simply kicking and punching into the air. It'd give a new meaning to 'being' the bosses. However, you'd need lots of room to avoid smashing things up, and I don't reckon anyone would be too impressed if you Dragon Punched the dog by mistake.

Okay, that's probably enough for this issue. Remember, send your Daydreams to the usual Gamefreak address and the best ones (and occasionally the worst ones) will get printed. Adios amigos.

MODE 7

By Dan Jevons

CALLING ALL CHEATS, CRACKERS, AND GAME FREAKS!

Roll up. Roll up! Get your tickets here. Take your seats. The curtain's about to rise on the most dazzling spectacle known to man! Behold – Mode 7 – the Eighth Wonder Of The World! The greatest show on Earth. The–(*Snip – Ed.*)

Um, yes, well, Mode 7 has been going from strength to strength, and this month we've really got a show stopper for you, with the final instalment of our *Street Fighter II Turbo* combo guide and loads of the usual tips, cheats and codes too. So sit back, relax and enjoy.

And should you feel the urge to see your name glorified in print, send your cheats/tips etc, to: Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. And don't forget, every cheat printed gets an amazingly stylish *Super Play* pen.

Armed only with his lethal hairstyles, our brave hero takes on the Mafia.

ROCKEY RODENT

(Irem) *SP*12: 50%

● **Infinite continues**
When Rocky runs across the title screen press (in order) Y, A, 'R' button, A, B, and A and you'll access a hidden options screen. Put the cursor on CREDIT ? and you're on your way!

STRIKER

(Elite) *SP*10: 89%

● **Play as the Elite team**
Pick anything that has a password, then on the password screen input every single letter in alphabetical order (don't worry if some of the letters are missing), then push SELECT and put in whatever you want. Now, when picking teams, go to Egypt and the super Elite team will be there instead of the very Egyptian Egypt team. This will help console all those of you who were shattered at England being knocked out of the World Cup.

Thanks to Simon Dobson (who lives in Hemel Hempstead) for sending in this most excellent piece of advice.

***Striker*'s not one of the best games to illustrate using screenshots, as there's an awful lot of green, but it *is* the best soccer game on the SNES, so we'll forgive it.**

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

Well, I was right! Nearly a third of your letters this month were asking if there was a blood cheat for *Mortal Kombat*. Well, surprise, surprise, I've found one. Here's what you do: sellotape a bottle of tomato ketchup to the top of the screen (upside-down, of course) and when you perform a suitably bloody move, get a mate to give the bottle a squeeze. Brilliant!?

Dear Allan,
I'm really stuck on *Prince Of Persia*. Are there any cheats (ie level select) to help me get further?
Lisa Dillon, Somerset.

Allan says:
Of course. On the password screen, enter 'Special'. When the computer rejects it,

cancel and start the game as normal. Now pause the game and press B, Y, UP, DOWN, LEFT, RIGHT, L and R, then unpause. Now press START and SELECT and you will be presented with a level extend, life extend and a sound test. Cor!

Dear Allan,
Could you please tell me where to find the keyhole on Cheese Bridge in *Super Mario World*?
Robert Mills, Plymouth.

Allan says:
There isn't a keyhole on Cheese Bridge, but try flying under the first end-of-level gate to find a second gate and a new level.

Dear Allan,
I've had *Legend Of The Mystical Ninja* for over a year and I still cannot beat the baddy at the end of Level 9. Have you got a code for Level 10?
Ben Day.

Allan says:
Well, Ben, I'm sorry, but there isn't a 10th level. But, to kill the boss, use your stick or coins to deflect the arrows fired by the samurai into the big cat's face. Once it's gone, stay tight in either corner to avoid being hurt by the samurai or to tempt him down from the ceiling. Lots of well-placed coins will see him off with relative ease.

Dear Allan,
I am stuck on *Actraiser*. I am in the Creation part of Northwall and cannot get any further. What am I doing wrong?
Christopher Parry, Essex.

Allan says:
Use the sheep's fleece (from Aitos) to keep the people of Northwall warm and melt all of the snow to provide plenty of building space.

Dear Allan,
How do I get the Moon Pearl on *Zelda III*?
Ben Denscombe, Leicester.

Allan says:
In the Tower Of Hera you will be able to see the Moon Pearl, but a gap in the floor stops you from reaching it. What you must do is drop down from the floor above, using the Star Tiles to make a hole appear in the correct spot.

Dear Allan,
I have got *Mario All Stars* and I am having great difficulty in getting through *The Lost Levels* – Level C-4, to be precise.
Anthony Morris, Liverpool.

Allan says:
I know exactly where you're stuck – the pit with the two small blocks in each corner and a flame bar spinning clockwise, yes? Well, the trick is to run in and jump straight out. Don't run too fast or you'll hit the block and lose your momentum, making it impossible to jump

TEST DRIVE 2

(Accolade) *SP*6: 58%

● **Jump!**
To make your car jump (sort of *Knight Rider*-style), just press A on controller 2 when driving. Turbo boost! Personally, I'd rather be playing *Super Mario Kart* but there you go. Tahir Sham from Doncaster is the man to thank. Sort of.

Call that a tip, Tahir? Honestly, we really hope nobody out there needs this cheat – and that Dan gets a bigger, better bag of SNES skanks next month...

ROCK 'N' ROLL RACING

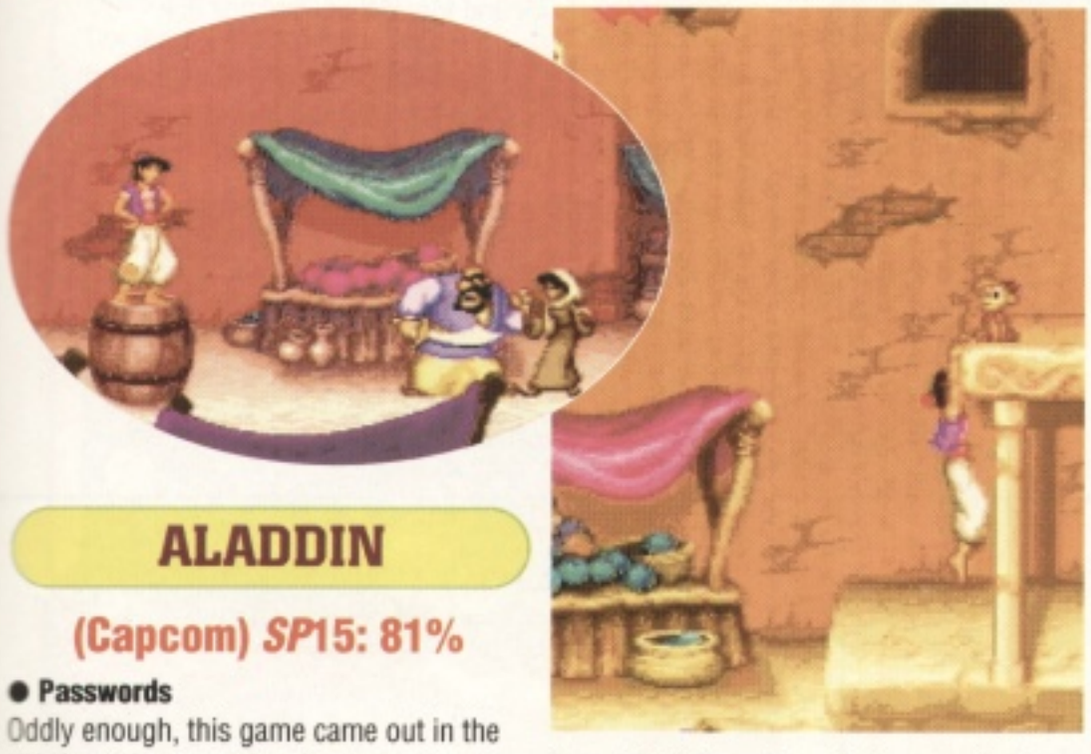
(Interplay) *SP*12: 88%

● **Play the 'inferno' track**
● **Hear Larry talk**
● **Select Olaf the Viking**
Another fave of mine this one.

Firstly, go to versus mode, choose your driver and car, then go to the level change screen. Here push LEFT or RIGHT until you see 'NHO' the ice planet, then push 'L' button, 'R' button and SELECT all at once. Now press RIGHT on the D-pad and – hey presto! – you can play on Inferno, the Bonus planet (which Keith Chung of Gwent informs us is 'well hard').

Secondly, should you wish to hear everything Larry the commentator has to say (not that you haven't heard it enough times already), then highlight 'Larry' on the FX options and press either 'L' button or 'R' button. Finally, to select Olaf (a character from Interplay's *The Lost Vikings*), go to Tarquinn, hold down 'L', 'R' and SELECT all at once, then move right. Ugh.

Olaf is actually better than all the others, with +1 on everything. He's got a face like a Norse, though. I said–(*Oh, get out – Ed.*)



ALADDIN

(Capcom) *SP*15: 81%

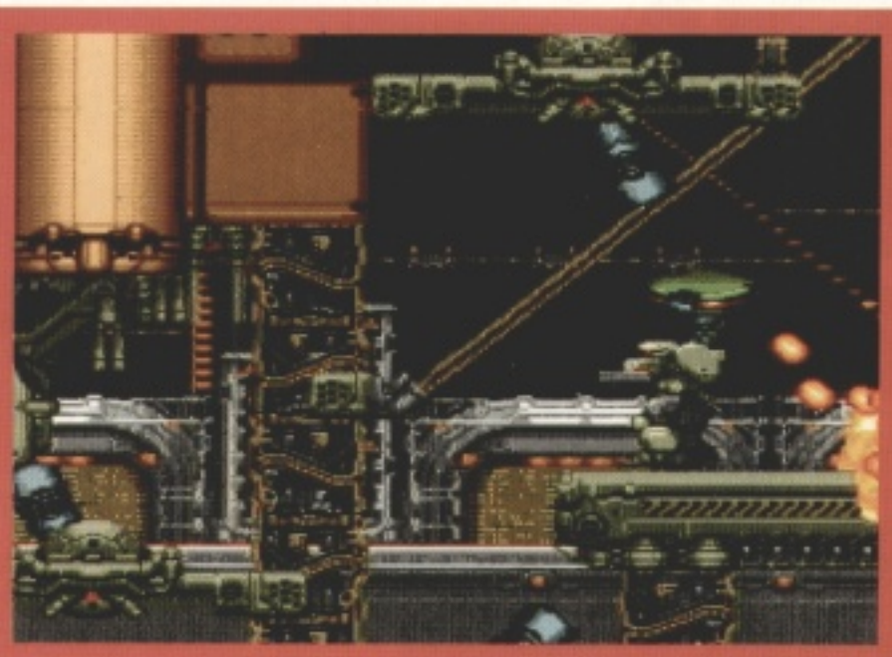
● **Passwords**
Oddly enough, this game came out in the UK about the same time it appeared on import. So three cheers for Capcom's distribution people. Actually, loads of people sent in these passwords, so ta to you all. Oh, and Adam Dean, the 'bloke with the big chin' is in fact Jaffar, the evil prince, which you'll know if you've seen the movie.
Level 2: Genie – Abu – Aladdin – King
Level 3: Jaffar – Abu – Princess – Genie
Level 4: Genie – Jaffar – Aladdin – Abu
Level 5: Abu – Aladdin – Genie – Princess
Bonus Stage: Princess – Jaffar – King – Princess
Level 6: Jaffar – Princess – Aladdin – Jaffar
Final Battle: Aladdin – Princess – Abu – King

WWF ROYAL RUMBLE

(Acclaim) *SP*10: 79%

● **Choose Doing the Clown and Kamala**
But how I hear you cry? Well, choose a Royal Rumble on skill setting 10 and pick Crush. Throw everybody out of the ring until the last guy, then perform your power move and throw him out too. You can now select Doink. Do the same with the Undertaker and you can choose Kamala.

Hey, look what I can do! I'm so strong I can pick up this chair. What d'you think of that Ted? Ted? Where are you going?



***Cybernator* owners won't have seen the rather more explicit ending to *Assault Suits Valken*, the Japanese version. And, judging by the rather premature nature of this grab (from the first level), nor has Zy...**

out. Just trot in and jump out the instant your feet touch the floor.

Dear Allan,
On *Super Mario 4* I can't find the Yellow Switch Palace! Honest! I'm totally stuck! **Please help.**
Mark Jones, Guernsey.

Allan says:
Well, Mark, I'm not too sure whether your currant-sized brain can handle such a wealth of information, but if you look at your Super Nintendo you'll see a bit of wire sticking out of the front. Follow it until you find a chunk of plastic, that's commonly referred to as a 'joypad'. Now, on the map screen at the start of the game, press LEFT on the cross-shaped button on your joypad, and then do the first level in a normal 'going left to right' fashion until you reach the end. Back on the map screen, push LEFT again and, eureka!

Now run along and find yourself a brain, you sad man.

Dear Allan,
Have you got any tips for *Rival Turf*?
Wesley Davis, West Midlands.

Allan says:
Get a high score and enter CHRCONF as your name to enter a character configuration screen.

Dear Allan,
I am stuck on Level 6-1 of *Mickey's Magical Quest*. I can't get into the door that will take me to Level 6-2. Do you know how you do it?
Adam Beesem, Manchester.

Allan says:
Actually, I really can't see your problem with this. All you have to do is fly on the magic carpet until you reach the door. It's that simple!

Dear Allan,
Where is the secret room on Level 3 of *Smash TV*? I'm trying to get the question marks, you see!
Rory Deas, Perthshire, Scotland.

Allan says:
The secret room is in the same place as on Levels 1 and 2 – in the bottom-right corner room via the right door.

Dear Allan,
Got any cheats for *Cybernator*, please?
Thomas Marson, Preston.

Allan says:
On the title screen, hold down UP, R and L and press START for infinite credits.

ONE FINAL WORD
After much deliberation, cogitation and digestion (Lloyd Grossman, eat your heart out) I am seriously considering starting a fanzine of my own. It will be consoles-only and I would like your opinions and ideas on it, so if you could pop in a few comments along with your Ask Allan questions to the address below, I would be most grateful. See y'all next month.

If you've got a game problem, share it with Allan. He'll shoulder your burden with a smile, a song and a solution.
Write to him at:
Ask Allan, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.
He's waiting for you...

SKY BLAZER

(Sony) *SP*14: 78%

● **Passwords**
Here are some passwords for the first seven levels and three codes for some other places. Just to get you going on this pretty, but insubstantial, little game.

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6

Level 7

Gate to Eastern Plains

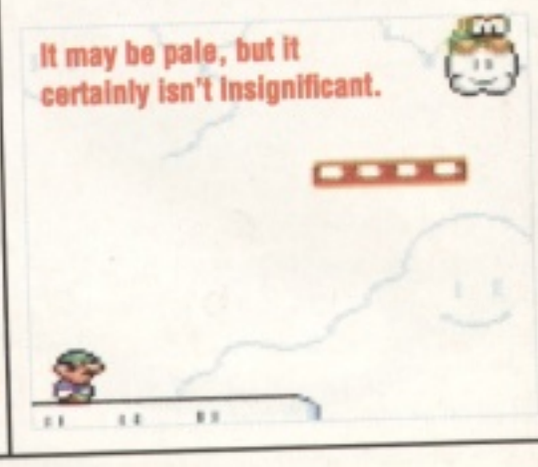
Dragon's Castle

Azuras Island

SUPER MARIO ALL STARS

(Nintendo) *SP*11: 96%

● **The ninth lost level**
Yes, it's true, there are some hidden levels at the end of *The Lost Levels* game. The good news, however, is that you can save the game and use as many continues as you like – you just can't warp. World 9 consists of three water levels and a maze castle. Once it's completed you go onto the regular end worlds A, B, C, and D. Bit of an anti-climax really. Thanks to Robert Page, and Mr and Mrs Quinnin for that one.



ACTION REPLAY CODES

Lights, camera, action! Yes, hackers, it's time to get down with the world's favourite gaming gadget once more – Datel's indefatigable Action Replay.

ZOMBIES ATE MY NEIGHBORS
7E1CCC99 – Infinite Water Gun
7E1CD299 – Infinite Hedge Trimmer
7E1D4C02 – Infinite lives player 1
7E1CB80A – Infinite energy player 1

MORTAL KOMBAT
7E00 240(x) – Fight any character for every round, where (x) is 0 to 8. (8 = Shang Tsu)
7E02 C101 – Player 1 play as Reptile
7E02 2208 – Player 1 play as Shang Tu Sang
7E13 8700 – Both these codes for
7E13 7F00 blood (sort of)!

STREET FIGHTER II TURBO
7E0C 2380 – Electric Fireballs
7E0C 21B(x) – Electric Dragon Punch (x-9) and electric Hurricane Kick
7E0C 23F3 – Auto-dizzying Dragon Punch
7E09 A001 – If player 1 starts to bleed it never stops (ugh)!
7E0C 4321 – Auto defence for player 1
7E0E 4321 – Auto defence for player 2

MARIO ALL STARS
7E00 BB0(X) – Infinite Mario suits where (x) is 1 to 7.

Keep sending in those Action Replay codes to the Mode 7 address you'll find in the box at the bottom of this page.

FIRST SAMURAI

(Kemco) *SP*11: 80%

● **Level select**
Go to the options screen, press and hold down X, A, 'L' button and 'R' button. Two huge doors will start to close on the screen. Now, keeping the buttons held down, press (on the D-pad) RIGHT for Stage 1-2, DOWN for Stage 2-1, LEFT for Stage 2-2 and UP for Stage 3. That should sort you out.

Level 1 boss is these snakey things. Keep in the middle of them to attack and you'll have more chance of surviving to see another day.

We make sure you know everything there is to know about a game – even if it is totally useless.

GAME GENIE CODES

Hurrah! At last! Russell Roberts from Birmingham has taken the trouble to work out some Game Genie codes and wants to share them with us. So here they are:

STREET FIGHTER II
BD62 672A – 90 seconds per bout
EDBE 0F09 – Stunned for less time
BB63 6D2A – 99 seconds for first bonus round
503E 04DF – Die after two hits
C4A4 6767 – Perform mid-air special moves

HOOK
3CA5 D70F – Stop the timer

AXELAY
1721 AD04 – Start with 99 lives
D866 D7A7 – Start with 9 credits

SOUL BLAZER
C26E 6DA7 – Invincible
C223 0D07

Come on you lot, we want more codes! So get hacking and send them in to: Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

ZOMBIES ATE MY NEIGHBORS

(Konami) *SP*12: 89%

● **Strange FX**
● **More hidden levels**
I absolutely adore this game! It's completely great! And you'll find a top Super Player's Guide to *Zombies* on page 58 of this very issue! Even though this first one is a pretty lame tip, I'm going to tell you how to do it anyway. As you turn on your SNES, keep either the L or the R button held down on their own. For each different button, when the LucasArts logo appears, you'll hear either a scream or a dog barking. Chilling stuff!

Now a rather more useful tip for you. If you're having trouble with our challenge to find the Day Of The Tentacle bonus level (see our guide), I'll be kind and hint that you need to look very near the beginning of the game, and you'll have to come by a Beast Potion or Bazooka provided randomly by one of the cupboards or bins.

And that's not all. Smart enough to reach Mars Needs Cheerleaders with the full complement of 10 neighbours? Then look for a further bonus level by rescuing all the cheerleaders.

Honestly, how many more secret bits can a single cartridge hold?

THAT'S ALL FOLKS!

Send your tips and cheats to: Mode7, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

STREET FIGHTER II TURBO

Combo Guide (Part Three)

Well here we are at last, the final part of *Super Play*'s *Street Fighter II Turbo* guide. By now you should all be complete professionals at this game, but just to top it all off, here are the four boss characters turned inside out, and a few more general pointers to bear in mind.

Balrog (or M Bison): US

Combo 1 – Flying Fierce, two Crouching Shorts, Short/Dashing Uppercut two-in-one, Standing Fierce. (Six hits. The key is in the timing. Charge whilst still in the air and Crouching, and wait until the split second Balrog's arm comes down after the Dashing Uppercut before busting the final Fierce.)

Combo 2 – Flying Fierce, Crouching Jab, Crouching Roundhouse. (Three hits, very easy to pull off but surprisingly effective.)

Pro Tips

1. Balrog's Crouching Roundhouse looks like it hits high, but it actually strikes low.

2. You need to charge Balrog's Turn Punch for 30 seconds before it reaches maximum damage. So keep fighting until 30 is left on the clock and only release it for a guaranteed hit. Also, the Turn Punch provides a brief period of invulnerability from the waist down, so use it the instant before Fireballs hit, etc (but not against jumping opponents).

3. A great counter to jumping opponents is the basic Standing Strong (not Fierce) Punch.

4. If you miss a Dashing Punch or Uppercut, immediately try for a Head-Butt and you will usually be able to grab your opponent.

Sagat: Thailand

Combo 1 – Flying Roundhouse, Short Punch/Tiger Knee two-in-one. (Four hits. The Short/Tiger Knee two-in-one takes a lot of practise, however. Press Short Kick half-way through the motion, then Roundhouse when you finish, and you should find it comes together.)

Combo 2 – Flying Roundhouse, Short Kick/Tiger Uppercut two-in-one. (Three hits. Knocks your opponent over, and thus won't leave you prone in mid-Uppercut.)

Pro Tips

Sagat can now perform the classic Fireball/Dragon Punch loop. Throw a high Tiger Shot and keep the D-pad forward ready to bust a Tiger Uppercut if your opponent jumps.

2. A Jab/Tiger Shot two-in-one comes in really useful when fighting, as opponents don't expect Sagat to perform combos.

3. Sagat's Standing Fierce Punch can now trade hits or nullify a Fireball-throwing opponent if you are close enough.

Throw a Fireball and Uppercut and, well, they can't argue with you, really.

Vega (or Balrog): Spain

Combo 1 – Flying Roundhouse, Crouching Jab/Claw roll two-in-one. (Up to six hits. Charge the Roll whilst jumping.)

Combo 2 – Flying Roundhouse, Standing Jab, Crouching Roundhouse Slide. (Three hits, and knocks opponent off his feet.)

Combo 3 – The Barcelona Throw, Crouching Jab, Wall Jump, Throw.

Pro Tips

1. Be very careful when you go for the Claw Dive, or Air Suplex outside of Spain, because, if your opponent moves with you as you jump, the edge of the screen will move too, and you'll land prone.

2. Try going off the wall, and then pulling short to trick your opponent into using his/her special move. Then close in with a Slide.

3. Use a Crouching Jab/Wall Jump two-in-one to hit and run. It works wonders!

STREET FIGHTER II TURBO

M Bison (or Vega): Thailand

Combo 1 – Flying Fierce, Crouching Jab/Flaming Torpedo two-in-one. (Charge back in the air and you'll be able to rip with a Torpedo immediately after the jab. That's three palpable hits, sir!)

Combo 2 – Standing Kick, Scissor Kick, Standing Kick. (Three hits that are easy to perform. It's a loop so you can keep doing it over and over, annoying your opponent to a point where he might genuinely retire to a remote Thai village.)

Vega's Scissor Kick takes him trouser-roastingly close to Guile's Sonic Boom.

Pro Tips

Because of the extended charge time needed for Bison's Scissor Kick his Corner Trap is limited. But it still works if you insert a couple of Kicks, ie move close to an opponent in a corner, Crouch (and start charging) and throw a Low Forward Kick. Then stand up, while still charging, and throw a Standing Forward Kick/Scissor Kick two-in-one, and start charging again, whilst still performing the Scissor Kick to repeat the process.

2. Use Bison's Crouching Fierce to counter jumping opponents. Honestly, it works!

3. The Scissor Kick can pass over Sonic Booms, but not Fireballs.

General Tips

1. When Jumping towards an opponent to attack always try to gauge your Jump so you travel over your opponent's head and land on the other side. This makes combos easier for you, and blocking harder.

2. Although joypads work fine, *SFII* really needs to be played on a joystick. Especially if you want to take your games playing expertise down to your local arcade. Otherwise, always set the buttons to your fave configuration.

3. When playing against a human opponent remember that the best form of attack is defence. Let them come to you. For every attack there is a more effective counter-attack, so the more you can lure an enemy to attack you, the better your chances of victory. This may be a basic point to make, but you'll be surprised at how well it works.

4. If you get close to a player, attack with a Short or Jab and if they block stand up and go for the Throw. it's cheap and nasty, but you don't get anywhere in this world by being nice.

5. Have fun!

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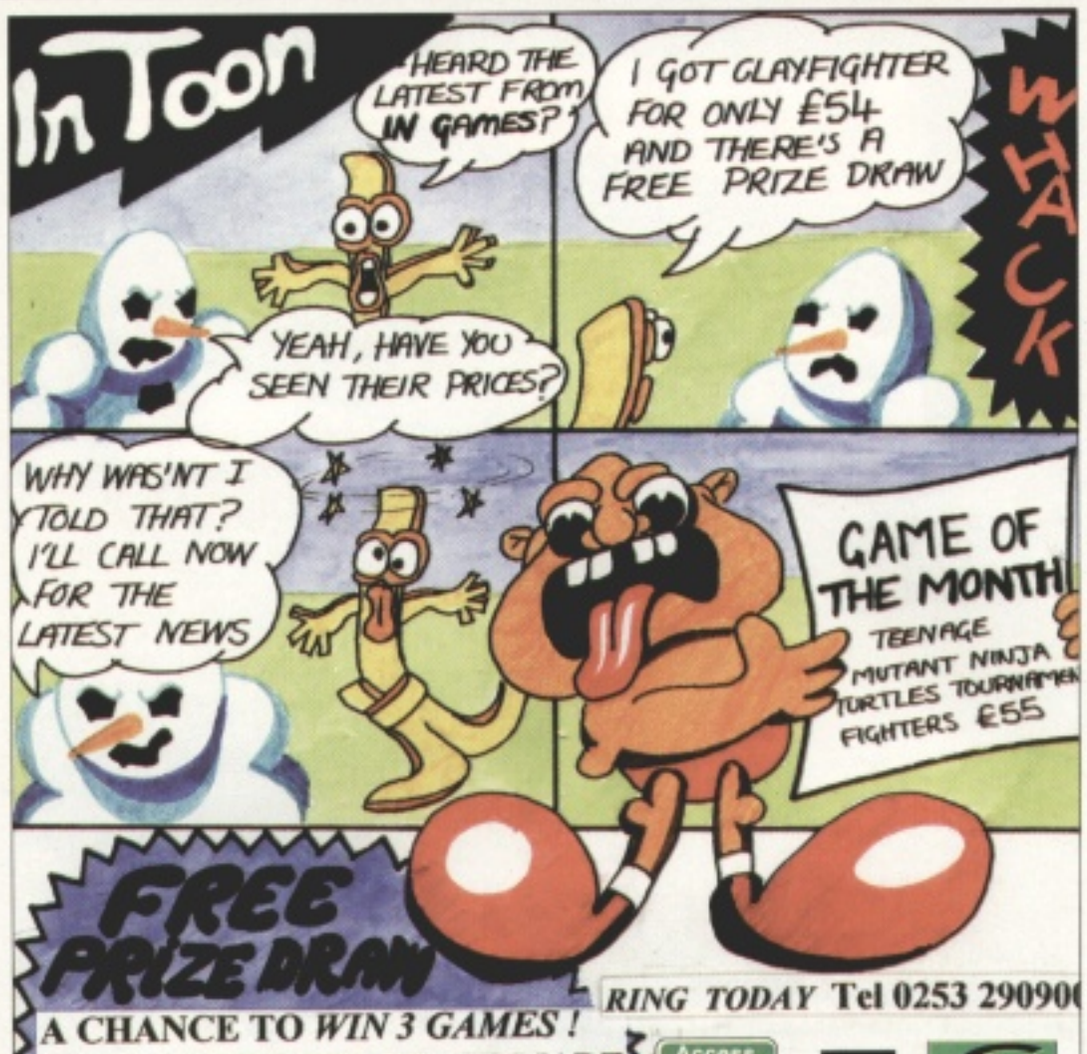
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Well, who would have thought we would make it to our third hotline page? But, after bribing James with a lot of money and promising not to mention that we completely hammered him at *Street Fighter II Turbo* at the Future Entertainment Show, he's kindly letting us stay on in *Super Play*'s warm and wonderful company.

Jonathan's supposed to be editing *Sega Zone*, but they can't prise him away from the SNES and *Jurassic Park*.

JURASSIC PARK

How to find Dennis Nedry's ID card and re-boot the computer...

We'll begin this month by giving you a couple of hints for Ocean's 'raptor-infested adventure. At the beginning of the game when you're at the infamous *Jurassic Park* gates, walk left and enter the first door on the right. Kill the dinosaur. Head straight into the generator room and kill the four dinosaurs there. Next head over to the red and yellow generator with 'power' written above it. The generator will acknowledge that you have switched it on. Before leaving the utility shed you can stock up on food and ammo by leaving the generator room and entering the second door on the right.

Return to the JP gates and head north until you reach a closed gate. Fire at the cog on the right-hand side and the gate will open. Walk through the gate. Now walk round to the left to reach the beach utility shed.

Go inside the shed. Walk right and enter the first door on the left. You will be given some food. Go ahead again to receive a rocket launcher and some ammunition. Head back to the start of the beach utility shed and through the first door on the left. You'll find yourself in an L-shaped corridor. Kill the dinosaur and follow the passageway round to the exit. Kill the dinosaur to the left and enter the room just right of the dinosaur. Watch out as you enter this room as there is a dino hiding to the left of the doors. Once it's dead you can proceed to the top left-hand corner. Dennis Nedry's ID card is on the floor in front of you. So pick it up.

Now head to the main visitors centre which you'll find to the north of the Jurassic Park gates. Enter the centre and turn left and you will see a lift. Travel in it to the first floor and kill the two dinosaurs as the doors open. Pass through the door on the right to receive more ammo, then turn left out of that room. Kill the dinosaurs and enter the door on your right. There are more dinos to kill, but once they're dead you can proceed to the door ahead.

Without Dennis Nedry's ID card you can't get through this door. But since you should now have Dennis Nedry's card, it becomes rather easy. Once you're inside, go and find the green terminal and you can then re-boot the computer.

RUMOURS

Yes indeed. Rumours. Rumours. Rumours. And more rumours. We've got them by the truckload (the average truck has space for three rumours, apparently). Rumour number one is the news that Silicon Graphics will not be pulling out from producing the new Super Special Great Smashing NES. Happy happy joy joy!

Rumour number two: The Hotline is celebrating its third birthday. Um, OK, so this isn't really a rumour. Sorry.

And finally, rumour number three: *Starwing 2* and *FX Trax*, undoubtedly fab Super NES carts with the totally fabulous FX chip, will be surfacing very soon. Excitement is building down at Nintendo Towers.

THE GAMES MIKE AND SHAUN LIKE PLAYING BEST

MIKE'S FAVOURITE RPG CHART

1. *Shadowrun*
2. *Zelda: A Link To The Past*
3. *Legend Of The Mystical Ninja*
4. *Mystic Quest*
5. *Lagoon*

SHAUN'S FAVE SPORTS CHART

1. *Striker*
2. *John Madden Football '93*
3. *Kevin Keegan's Player Manager*
4. *NHLPA Hockey '93*
5. *Super Tennis*

MIKE & SHAUN'S FAVE PLATFORM CHART

1. *Mario All Stars*
2. *Cool Spot*
3. *Mr Nutz*
4. *Aladdin*
5. *Bubsy The Bobcat*

The write thing

We're willing to bet that we're better at playing Super Nintendo games than any of you. If you think you're in with a chance of beating us, though, drop us a line, with your high score. And if we're impressed, you might win an all-expenses-paid day out at Nintendo to have a look round and play the latest games.

Send your high scores or game queries if you like, to Mike and Shaun, Latter-day Goliaths, Nintendo Hotline, PO Box 42, Eastleigh, Hants, S05 5XZ.

PLAYBACK

HYPER EXCITING READER'S VOICE

This month in Playback: *Equinox* and video games; the Future Entertainment Show; a game music composer identified; offers for subscribers; what have penguins got to do with it?; *Super Empire Strikes Back* discussed; how to start a fanzine; and a whole lot more...

'SEX AND DRUGS'

✎ You may remember that in issue 7 of *Super Play* I had a letter printed about an episode of *World In Action*, in which a very one-sided view of video games was expressed.

Just when you thought it was safe to watch a TV programme about video games without so-called 'moral persons' (which seems to mean someone who is biased against anything or anyone they do not understand), condemning us as junkies, along comes *Equinox* to stir up this old argument.

This programme seemed to go out of its way to create an anarchic and chaotic atmosphere, with cameras zooming about all over the place (excuse me, but what, exactly, has this to do with video games?).

It made several statements which can only be described as stupid. These include lines like 'What's happening in the brain of someone doing this is more like sex or tripping than anything else, of course sex and drugs aren't usually available to 10-year-olds'. Sex and drugs? Come on, that's going a bit far, isn't it?

According to the nice people at *Equinox* we are all like lemmings, who will do anything a computer tells us to do, and we get sexual thrills when controlling an inch high plumber who jumps from one part of a TV screen to another.

Worse, though, is that they have interviews with people like Shigeru Miyamoto – which could have been very informative if translated correctly (if you listen carefully you will clearly hear Mr Miyamoto say *Starfox*, however this game was never mentioned in the translation), and also if the commentator hadn't twisted what many of the interviewees were trying to say.

I feel its about time the balance was set straight. How about a TV programme from our point of view? Too many times children too young to express themselves fully are asked what affect video games have on them. How about someone asking an older person for once, or someone from the computer press?

Yours thankfully,
A Burgess, Stalybridge, Cheshire.

Most TV people think that a sensible programme all about real video games would be very boring. So they sensationalise it by showing ultra-violence and anarchy (you, being A Burgess, would understand that). By pushing the dangerous aspect, they make it seem more exciting.

Most people know that video games are just good fun to play. Nothing more, nothing less. But if you make a programme stating that, you'll be laughed at as a boring git. So don't be upset by the sensationalising; anybody worth their salt isn't going to be taken in.

THE SUPER PLAY INTERESTING-O-METER

What we want you to write to us about and what we don't.

HOT

- Hi-fi quality sound
- Nintendo's Sky TV ads
- The number of SNESes sold at Christmas

NOT

- *Super Empire Strikes Back* and *Aladdin* codes
- People who can beat James at *Street Fighter II*

'FAIRGROUND ATTRACTION'

✎ I would like to congratulate you and Future Publishing for the excellent Future Entertainment Show which I attended on Sunday, 14 November. I really enjoyed myself, trying out all the new games and add-ons. I own both a Super NES and an Amiga and I feel they were both catered for very well. Although I would like to have seen more of the 3DO (but that's another story).

I felt there were perhaps too many fairground attractions – they could have been replaced with other computer stands (I would have liked to have seen something of Silicon Graphics, for example), but overall I had a really good time.

My friends and I will definitely be attending next year and hopefully taking part in the National Computer Games Championships (definitely – with that amount of prize money!).

Yours faithfully,
Adam Bell, Swindon.

We're glad you enjoyed yourself and look forward to seeing you next year. Hold on! Didn't James beat you at *Street Fighter II*? (*No – Everybody at the FES.*)

'RATHER GOOD MUSIC'

✎ I have just read Gamefreak in issue 15 of *Super Play*. Adam Houlston from Shrewsbury wrote in with a question regarding game music composers. You didn't seem to know who Kojo Kondo was at the time. He is the guy behind the rather good music in *Super Mario World*. So now you know.

Yours sincerely,
Paul Ramsden, Scotland.

Thanks Paul, we'll pass that on to Jason when he gets back. He's just popped out for lunch.

'EXCITEDLY READ ON'

✎ I am writing to confirm some information I got whilst reading a previous issue of *GamesMaster* magazine. This information was about the making of a *Street Fighter II* movie. As I excitedly read on I came across the list of cast. At that point my excitement died down as the list of cast was a very weird one. For example, Charlie Sheen was set to play Ryu and Garth Brooks (the one out of *Wayne's World*) was to play Ken. After reading this I thought it was some sort of joke, but after a good search through the magazine I found nothing to indicate if it was a joke or not. So could you please put me straight and tell me if there is going to be such a movie or not.

Wayne Spicer, London.

The only information we have is that the Americans are definitely making a (probably crap) *Street Fighter II* movie, and the Japanese are bringing out an anime version – which will be the one to go for.

'SHOULD I FORK OUT?'

✎ I read in a magazine that the standard JAP/US/UK game convertor won't work with games such as *Street Fighter II Turbo* or *Starfox*. Is this true and, if so, should I get the UK version of *SFII Turbo*, or should I fork out for the 'New Generation' convertor?

Paul Kerrigan, Dublin.

Yes. Buy a new adaptor. The Action Replay 2 will be out very soon, so

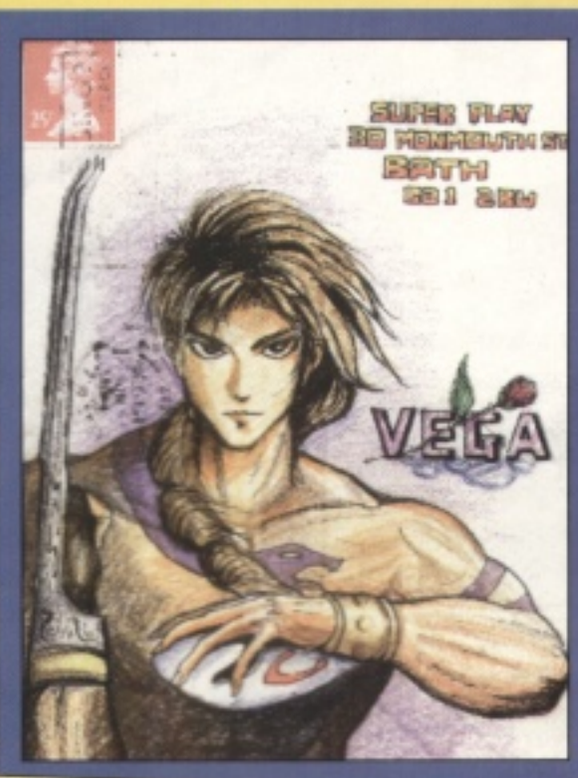
Jackson Pollock's got nothing on...

ENVELOPE ART!

With the memory of Christmas and the New Year celebrations receding fast into the distance, why not keep busy by trying your hand at a bit of anime or maybe a *Street Fighter II* character (just to be original)?

If we get enough envelopes sent in we'll devote a whole page to your talents. So get drawing and post them to: Envelope Art, *Super Play*, 30 Monmouth Street, Bath, Avon BA1 2BW.

A brilliant ATAT from *Super Empire Strikes Back*. But whoever drew this gorgeous pic didn't send in their name!



Another *Street Fighter II*-inspired effort from Derek Ho of Harrogate in Yorkshire.

James Patrick from Charley in Lancashire drew this lovely green-haired Lum from *Urusei Yatsura*. Helen McCarthy tells us more about this series in Anime World this ish.

T-SHIRT WINNER!

Unfortunately, the person who drew this great Chun Li forgot to send us his/her name. And they've won a T-shirt. So, whoever it was, please tell us your name and address so we can send out your prize.

look out for that. Phone Datel on (0782) 744324 for more info.

'INDISPUTABLY THE BEST'

✎ Is there any chance of more bargains available to new subscribers, eg *Super Bomberman*, *Mario All Stars* or *Striker* reduced in price, maybe even reduced in price control pads or Multitaps? I'm sure this would attract even more subscribers to what is indisputably the best SNES mag on the market.

Yours faithfully,
S Turnbull, Warrington, Cheshire.

As we say on page 96 of this very issue 'And you might find some other free things bunged your way as well'. Watch this space.

'A VERY POOR REVIEW'

✎ Having read an excellent preview of *Might & Magic II* in *GamesMaster*, I was expecting the first decent RPG released in the UK, for the Super NES.

However, upon release, the game was given a very poor review in *Super Play* – only 43%. So, rather than waste £60, I decided to wait and check out some more reviews. I found one that gave it 90%, and it was apparently that reviewer's 'game of the year'.

Now, this type of thing is hardly unusual, but it does leave you in two minds, so what I'm suggesting is, in this type of situation, you could have as a regular feature two reviewers (maybe one from a sister publication) arguing their opinions – one criticising and one defending – this would bring all the pros and cons out in the open, and leave the reader with more information to make a decision.

Thank you and goodnight,
Mike Platt, Prestatyn, Clwyd.

We're always arguing about games here in the *Super Play* office. But we try and put aside our likes and dislikes when we actually review the things. That way we can concentrate on exactly how good or poor the game is.

Using another reviewer is something we would do if we really were split, but for the most part we think it'd confuse us and probably you as well.

'A TRICK QUESTION'

✎ The other day I was munching away on a Penguin™ bar and noticed the question that they have on the wrapper. It actually read 'In what game did Sega's Mario first appear?'

Surely the answer should read that it was in fact a trick question. No, it didn't. It simply said that it was *Donkey Kong*. I thought you would like to hear this as it is a blatant piece of incompetence.

I would also like to add that to gain issue 15 of this fine magazine I had to spend five days searching around, as it had sold out as soon as it reached the shops. Therefore, I will be taking out a subscription in the

near future and I advise other readers to as well.
I thank you,
Tom Cobbald, Cambridge.
Tom sent in the remains of the wrapper of his chocolate bar to prove his story. And we can confirm that what he says is true.

Don't forget that if you take out a subscription to *Super Play* and pay by direct debit, you'll save yourself £5. You'll be able to buy lots of chocolate bars with that!

'I WAS TRYING TO SAY...'

In my letter titled 'When it comes' in issue 15 I was made out to be some sort of an ogre. Can I just say that I wasn't being nasty or horrible to you guys – far from it – I love *Super Play* and own every issue from the very start.

I was trying to say that I thought Matt was being a bit kind in his review of *Mario All Stars*. I'll admit that to the new Nintendo players amongst you *Mario All Stars* will be gaming heaven, but to the older ones like me, who played these games to death on the NES, they hold no surprises. I know I'm probably in the minority, but I would rather play *SFII Turbo* or *Mario Kart* or *Starfox*. I'm just glad my cousin bought it, not me.

Finally, can I apologise for misunderstanding you lot, I thought you were one of these 'superior' magazines who look down on their readers and arrogantly brush them aside. Please forgive me *Super Play*. I'll do anything, I'll polish all of your shoes (yes, even Zy's clod-hopping Dr Martens).
Yours grovellingly,
Paul Connor.
All right, all right. We accept your snivelly apologies. And you agree that *Mario All Stars* is the best value cart out on the SNES at the moment, and is completely great and everything. Sure, some folk will have played *Mario* to death on the NES. That doesn't stop it being excellent on the SNES, it just means they've seen many elements of it before. D'you see?

As for arrogantly brushing aside our readers, be off with you for suggesting such a thing. And Zy doesn't like his Dr Martens being called 'clod-hopping'. He prefers to call them 'authoritative spill-resistant footwear'.

'HOW TO GET MY HANDS ON'

Please could you help me. I've always wanted to do a fanzine, but I need some advice from you.

Fanzines are always reviewing the same old games, for example *SFII*, and giving the same old news all the while, which I am sure readers are sick of reading again and again. So I would like to know how to get my hands on video games (the latest) and where I can get the latest news.

Also, how can I do screenshots of a video game in my fanzine, considering the lack of equipment I have? And how many people would be needed to do a fanzine?
Yours sincerely,
Lee Harrison, Wolverhampton.
Phew. For a start, we sometimes review games which we've got from our importer friends. Anybody can get hold of these. You'll have probs trying to get, say, Virgin or Capcom to send you stuff before it's available in the shops, though.

As for news, well, it's worth trying to get onto the mailing lists of the software companies to get regular press-releases. It might just work. And screenshots? At Future Publishing we used to use cameras bunged in a cardboard box and placed in front of the screen. Crap, yes, but at least you got an idea of the game's look. Try it and see what results you get. Or you could buy an Apple Mac for about £5,000.

As for people, well you and a mate should be able to churn out 12 pages a month – probably. Good luck. Keep at it, and when you've done an issue, send it to Zy at Fanhunter and we'll tell over 55,000 people all about it.

'THE GENERALLY UNBALANCED'

Super Empire Strikes Back seems to have disappointed many people. It is said that it's not as good as *Super Star Wars*. But was *SSW* really that good? There are the obvious problems: incredibly poor 3D sections; utterly crap bosses; some very boring platform levels; and the generally unbalanced nature of the game. Why, for example, is Level 4, Inside The Sandcrawler, harder than all the other levels put together? And why are the Death Star scenes from the film reduced to three pitiful platform levels?

These are minor quibbles, however. The real problem with *Super Star Wars* is that it is just too linear and as such fails to capture the film's spirit of adventure. If any film licence could have benefitted from a '*Zelda*-like' approach it would have been *SSW*. Even if the programmers were not minded to go down this route (which they clearly were not), the very least they could have done was to follow the excellent examples set by the Game Boy and NES versions of the game, which neatly integrate an element of adventure with plenty of action.

Opting for the standard platform/shoot-'em-up affair, interposed with crap 3D sections, may be forgivable the first time around, but it just seems plain lazy the second time. I hope you will agree with me that 'recycling' the same flawed formula a third time will be completely unacceptable.

Let's make that clear to LucasArts and JVC before they start substituting the snow of Hoth for the sand of Tatooine!
Yours faithfully,
Peter Cheng, London.
To find out exactly what we think of *Super Empire Strikes Back*, turn to page 48 of issue 15. We gave it 71%, though. The fact that it is similar in part to *Super Star Wars* isn't necessarily a bad thing. The Landspeeder bit in *Star Wars* is very like the Snowspeeder bit in *Empire Strikes Back*. Both, though, are great fun to play and we said as much in our reviews.

To criticise the similarities in sequels just isn't productive. Each product is separate and we try to judge them as such, whilst making sure that the similarities are mentioned, for those who like their cartridge collection to be as varied as possible. And if a game just isn't worth buying because it's too much like its predecessor, we don't think anybody should fork out for both.

Hope that's clear!

'HIGHLIGHTS'

Can you tell me if *Animeland* (the French anime magazine) is written in French?
Yours sincerely,
Andrew Hickey, Australia.
Yes.

I have never written to a magazine before, but I felt yours deserved a letter from me. Please can I have a job?
Chris Dyson, Huddersfield.
Er... No.

In issue 11 in your *Ren & Stimpy* review you got the names mixed up: Ren is the Chihuahua (hence the Mexican name) and Stimpy is the cat.
Andrew Hickey, Australia.
That clears that up then.

You say you are a Super Nintendo magazine, well, why are you giving away Sega Mega Drives?
Andrew Howles, Peterhead, Scotland.
Er... Where?

Tell you what, you keep up the good work, and I'll keep taking the pills – is it a deal?
Darren Hitchings, Mildenhall, Suffolk.
It's a deal.

PS Please send me a copy of *Super Mario World*.
PPS Pretty please.
Michael Ellul, Malta.
Certainly not.

KINDLY LEAVE THE STAGE

Hasn't anyone heard a good joke lately? You wouldn't think so, judging by the quality of the ones you send in.

Ryu: 'AREYOUKEN!' (Dragon Punch).
Guile: 'No, I'm Guile.'
Massoud Kish, Richmond, Surrey.
0/10

There's this potato and he's got three daughters, and he thinks they've been living in his field for too long. So he tells them to go out and find a husband each. So the daughters leave one night.

The first daughter comes back and says she's found the one for her. She says it's a King Edward and her father approves. The second daughter says she's found the one she wants to spend her life with, and he's a Royal Jersey. Her father approves.

The third daughter says she's found her future husband, and he's a Murray Walker. The father says she can't marry him because: 'I'm not letting you marry a common-tater'.
Chris Bunting, Alfreton, Derbyshire.
2/10

Get 5/10 or above and you win yourself a stupendous *Super Play* T-shirt. Kindly Leave The Stage, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

PUT IT IN WRITING...

If you've got something to say and want to see your name in print, then what are you waiting for?

PLAY BACK, SUPER PLAY, 30 MONMOUTH STREET, BATH BA1 2BW.

BACK ISSUES

ISSUE 2

A huge baseball game feature, tons on *Zelda III*, a Japanese show report and more!

ISSUE 4

Special chips in carts, *Star Wars* and *Human Grand Prix*, and tips to *Actraiser* and *Another World*.

ISSUE 5

A CES report, multi-player fun, *Assault Suits Valken*, *Tiny Toons* and a *Desert Strike* guide.

ISSUE 6

Starfox previewed, Japanese comics revealed, a giant *Starfox* poster and *Street Fighter II* tips.

ISSUE 7

Loads on RPGs, joysticks and pads, *Starfox* reviewed and a *Mickey Mouse* guide.

ISSUE 8

Behind the scenes with Bullfrog, *Nigel Mansell* and a driving game special, *Pop'n Twinbee* and more!

ISSUE 9

SFII Turbo, *Super Bomberman* and *Alien*^{3}, game music CDs and *Pugsley's Scavenger Hunt*. Cor!

ISSUE 10

All the new games from the CES, plus *Final Fight 2*, *Striker*, *Shadowrun* and fixing your SNES.

ISSUE 11

Super Mario Collection, *Street Fighter II Turbo* and *Mortal Kombat* reviewed. Hurrah!

ISSUE 12

An RPG special, reviews of *Zombies* and *Yoshi's Safari* and part 1 of our *All Stars* guide.

ISSUE 13

A football special, *Jurassic Park*, *Top Gear* and *Lamborghini* reviewed and third-party politics.

ISSUE 14

NIntendo's pricing policies, the horror of anime, *Sky Blazer* and *Plok!* reviewed – and more!

ISSUE 15

What's in store for '94, *Aladdin* reviewed and a *Jurassic Park* Super Player's Guide. Wow!

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WHAT CART?

NAME, PUBLISHER	%	BRIEF DESCRIPTION
ACROBAT MISSION (JAP) *Teichiku*	**38%**	Despicably feeble vertically scrolling blaster. Avoid.
ACTION PACHIO (JAP) *Coconuts Japan*	**42%**	Boring and slow *Sonic* lookalike.
ACTRAISER (JAP/US/UK) *Enix/Quintet*	**90%**	Great combination of strategy and platform action.
THE ADDAMS FAMILY (JAP/US/UK) *Ocean*	**82%**	Enjoyable mix of puzzle, adventure and shoot -'em-up.
THE ADDAMS FAMILY 2 (JAP/US/UK) *Ocean*	**90%**	Huge, gorgeous-looking and fun platformer.
AEROBIZ (US) *Koei*	**69%**	Well-presented but over-serious airport management sim.
AERO THE ACROBAT (UK) *Marubeni*	**84%**	Fun platformer with functional graphics and huge levels.
ALADDIN (UK) *Capcom*	**81%**	Great to look at and very involving, but it's over too quickly.
ALFRED CHICKEN (UK) *Mindscape*	**83%**	Platformer with packed levels and a great central character.
ALIEN³ (US/UK) *Acclaim*	**84%**	Big and accurate movie conversion with great cosmetics.
ALIENS VS PREDATOR (JAP) *IGS*	**28%**	Unoriginal beat-'em-up with neat concept but dire gameplay.
AMAZING TENNIS (JAP/US) *Absolute Entertainment*	**80%**	Looks nice, but the graphics restrict your view of the action.
AMERICAN GLADIATORS (US) *Gametek*	**16%**	Very sad attempt at reproducing the tacky gameshow.
ANOTHER WORLD (UK) *Interplay*	**81%**	Superb graphics and varied action, but it's a bit short.
ARCANA (JAP/US) *HAL*	**65%**	RPG which sounds good in principle but is dull in practice.
ARCUS ODYSSEY (US) *Renovation*	**57%**	Bodged RPG/shoot-'em-up with virtually no gameplay.
AREA 88 (JAP) *Capcom*	**91%**	Exciting and brilliantly designed scrolling shooter.
ART OF FIGHTING (JAP) *Takara*	**56%**	Dull, unbalanced beat-'em-up with flat backgrounds.
ASSAULT SUITS VALKEN (JAP) *NCS Masiya*	**91%**	A brilliant, Japanesey shoot-'em-up with lovely graphics.
ASTERIX (UK) *Infogrames*	**70%**	An unoriginal but bright and cheerful platformer.
ASTRAL BOUT (JAP) *A-Wave*	**40%**	Decent-looking wrestling game with dodgy gameplay.
AUGUSTA MASTERS 3D GOLF (JAP) *T&E Soft*	**79%**	Graphically good golf game which plays okay.
AXELAY (JAP/US/UK) *Konami*	**85%**	Uninventive gameplay, but the graphics are gorgeous.
BART'S NIGHTMARE (JAP/US/UK) *Acclaim*	**86%**	Challenging, pretty and funny collection of sub-games.
BATMAN RETURNS (JAP/US/UK) *Konami*	**87%**	Straightforward but beautifully realised movie licence.
BATTLEBLAZE (JAP/US) *Sammy Corp*	**42%**	Beat-'em-up which looks and sounds okay but plays awful.
BATTLE CLASH (US/UK) *Nintendo*	**48%**	Super Scope game with a fatal lack of variety.
BATTLE GRAND PRIX (JAP/US) *Naxat*	**56%**	Cumbersome driving game with an unhelpful overhead view.
BATTLETOADS IN BATTLEMANIACS (US) *Tradewest*	**80%**	A fun beat-'em-up with loads of moves and great animation.
BEST OF THE BEST (JAP/US/UK) *Electro Brain*	**50%**	The kick-boxing action here will soon get tedious.
BIG RUN (JAP) *Jaleco*	**34%**	Driving game with dire graphics and virtually no gameplay.
BIO METAL (JAP) *Athena*	**71%**	Unoriginal and marred by slow-down, but can be challenging.
BIRDIE TRY (JAP) *Toho*	**28%**	Truly terrible golf game with an appalling Mode 7 course.
BLAZEON (JAP/US) *Atlus*	**42%**	Crude and jerky horizontal scroller.
THE BLUES BROTHERS (JAP/US) *Titus*	**68%**	Fairly nice platform romp with a spurious film connection.
BOB (US/UK) *Electronic Arts*	**54%**	Awkward-to-control and average-looking platformer.
BOMBUZAL (JAP/US) *Kemco*	**48%**	Well-designed puzzler with dull graphics and gameplay.
BOXING LEGENDS OF THE RING (UK) *Electro Brain*	**87%**	Fab boxing game with lots of variety and knockout graphics.
BRASS BOSS (JAP) *Lazersoft*	**56%**	Decent graphics, but basically just another beat-'em-up.
BUBSY (US) *Accolade*	**77%**	Pretty and playable, if unadventurous, platformer.
BULLS VS BLAZERS (JAP/US) *Electronic Arts*	**83%**	Good, solid basketball game with the emphasis on accuracy.
CACOMA KNIGHT (JAP/US) *Datam*	**36%**	Tedious *Qix* copy with attractive graphics but little substance.
CALIFORNIA GAMES II (JAP/US) *DTMC*	**22%**	Multi-event sport 'sim' with stupid games and poor graphics.
CAL RIPKIN JR BASEBALL (US/UK) *Mindscape*	**70%**	Atmospheric but awkward to play and ultimately boring.
CAMELTRY (JAP) *Taito*	**52%**	Ball-in-maze-type puzzler which is too easy.
CAPTAIN AMERICA (UK) *Mindscape*	**30%**	Beat-'em-up with duff graphics and crap collision detection.
CAPTAIN TSUBASU 3 (JAP) *Tecmo*	**?%**	Football management, Japanese style. Impossible to judge.
CAVEMAN NINJA 2 (JAP) *Data East*	**58%**	*Joe And Mac* sequel with fiddly gameplay and titchy sprites.
CB WARS (JAP) *Banpresto*	**?%**	Anime-style scrolling beat-'em-up. Impossible to judge.
CHAMPIONSHIP POOL (UK) *Mindscape*	**78%**	If you must play pool on the SNES, this is the game to have.
CHESSMASTER (US/UK) *Mindscape*	**55%**	It plays chess, all right, but the interface is badly designed.
CHESTER CHEETAH (JAP/US) *Kaneko*	**58%**	Bright, colourful platform game which lacks challenge.
CHUCK ROCK (US/UK) *Sony Imagesoft*	**61%**	Imaginatively-designed platform game which soon gets dull.
CLAY FIGHTER (UK) *Interplay*	**85%**	Lovely graphics which the gameplay can't quite match.
CLAYMATES (US/UK) *Interplay*	**79%**	Innovative and fun beat-'em-up, but it's too easy to finish.
CLUE (US) *Parker Brothers*	**46%**	Unnecessary conversion of the *Cluedo* board game.
COMBAT BASKETBALL (JAP/US) *Hudson Soft*	**26%**	Plodding Amiga-derived *Speedball* clone.
COMBATRIBES (JAP/US) *Technos*	**57%**	Dull platform blaster with no imaginative levels or weapons.
CONTRA 3 (US)/CONTRA SPIRITS (JAP) *Konami*	**90%**	Superb platform blaster with excellent two-player action.
COOL SPOT (US) *Virgin*	**82%**	Looks snazzy, but the platforming fun is short-lived.
COOL WORLD (US/UK) *Ocean*	**52%**	Gorgeous film-based graphics, but where's the gameplay?

SUPER PLAY'S GAME LIBRARY

What Cart?, our guide to all the games that have had the honour of appearing between the covers of *Super Play* (and a few others that haven't), has changed. We've cut out the dead wood, dumped the ballast, er, trimmed the sails, and ended up with something much leaner, fitter and altogether better (although it's always been brilliant, of course). Our new, clear, easy-to-read format means you can see at a glance which games are worth getting hold of. What Cart?: it's just beautiful.

NAME, PUBLISHER	%	BRIEF DESCRIPTION
COSMO GANG (JAP) *Namco*	**70%**	Fun two-player shoot-'em-up, but infinite continues spoil it.
COSMO GANG: THE PUZZLE (JAP) *Namcot*	**58%**	Colourful *Tetris*-inspired puzzler that soon gets dull.
CYBERNATOR (US) *NCS Masiya*	**91%**	See *Assault Suits Valken.*
DAFFY DUCK (UK) *Sunsoft*	**65%**	Nice-looking and quite fun to play, but it's too derivative.
DARIUS FORCE (JAP) *Taito*	**70%**	Loads of baddies but a curious lack of weapons.
DARIUS TWIN (JAP/US) *Taito*	**74%**	Nice-looking shooter, but it lacks challenge and levels.
DEAD DANCE (JAP) *Jaleco*	**78%**	Beat-'em-up with oodles of moves and well-balanced fighters.
DESERT STRIKE (JAP/US/UK) *Electronic Arts*	**90%**	Addictive overhead-view strategic shoot-'em-up.
DEVIL'S COURSE (JAP) *T&E Soft*	**80%**	The craziest golf game you're ever likely to see. Quite fun.
D FORCE (JAP/US) *Asmik*	**22%**	Possibly the worst blaster on the SNES. Disgraceful.
DINOSAURS (JAP/US) *Irem*	**83%**	Too-easy platformer with fab graphics and lots of humour.
DIRTY CHALLENGER (JAP) *Yutaka*	**34%**	Yet another dire wrestling game with unimpressive moves.
DORAEMON: WORLD OF FAIRIES (JAP) *Epoch*	**56%**	Cute-looking RPG with little gameplay under the surface.
DR FRANKEN (UK) *Elite*	**58%**	Unengaging, unoriginal platformer with sluggish gameplay.
DRACULA KID (JAP) *Naxat*	**82%**	An imaginative and very cute platform game.
DRAGON BALL Z (JAP) *Bandai*	**?%**	RPG with some combat scenes. Impossible to judge.
DRAGON BALL Z (JAP) *Bandai*	**73%**	Original beat-'em-up with lots of moves and fab graphics.
DRAGON QUEST V (JAP) *Enix*	**?%**	Sprawling RPG with primitive graphics. Impossible to judge.
DRAGON'S LAIR (US/UK) *Elite*	**82%**	Dreamy looks and great gameplay, but can be frustrating.
DRAKKHEN (JAP/US/UK) *Kemco*	**64%**	Boring RPG with okay graphics but an awful combat system.
DREAM PROBE (US) *Riot*	**33%**	Bland platform beat-'em-up with lots of Japanese text.
DUNGEON MASTER (US) *JVC*	**88%**	Inventive, packed with detail and great fun to play.
EARTHLIGHT (JAP) *Hudson Soft*	**?%**	Space strategy game with Jap text. Impossible to judge.
ELFARIA (JAP) *Hudson Soft*	**?%**	Great sprites, but lots of Jap text. Impossible to judge.
EVIL SWORD (JAP) *Datam Polystar*	**55%**	Colourful, bizarre and not very exciting slice-'em-up.
EVO: SEARCH FOR EDEN (US) *Enix*	**47%**	Evolution sim with graphics that could try harder.
EXHAUST HEAT II (JAP) *Seta*	**83%**	Fast, fun racing game with nice parallax but some judder.
EXTRA INNINGS (US) *Sony Imagesoft*	**64%**	Baseball game with cute characters and slick action.
F-1 EXHAUST HEAT (JAP/US/UK) *Ocean/Seta*	**69%**	3D racer with small cars and little warning of corners.
F1 POLE POSITION (UK) *Ubi Soft*	**83%**	Weird controls and average graphics, but the driving is great.
F1 GRAND PRIX PART II (JAP) *Video System*	**52%**	Viewed-from-above racer which is only fun if you persevere.
FACEBALL 2000 (JAP/US) *Bullet-Proof Software*	**54%**	Slow, jerky and confusing 3D maze shoot-'em-up.
FAMILY DOG (US/UK) *THQ*	**39%**	Dull and frustrating platformer with unwieldy controls.
THE FANG OF EDO (JAP) *Micro World*	**49%**	This scrolling slash-'em-up looks okay but is boring.
FATAL FURY (JAP/US) *Takara*	**76%**	*SFII* copy which looks good and plays fine.
FINAL FANTASY II (US) *Squaresoft*	**86%**	Graphically basic, but lovely music and an involved quest.
FINAL FANTASY IV (JAP) *Squaresoft*	**86%**	See *Final Fantasy II.*
FINAL FANTASY V (JAP) *Squaresoft*	**?%**	Popular RPG with Japanese text. Impossible to judge.
FINAL FANTASY: MYSTIC QUEST (US) *Squaresoft*	**79%**	Role-playing for beginners. Fun, involving and cheap.
FINAL FIGHT (JAP/US/UK) *Capcom*	**86%**	Brilliant graphics and lots of variety, but no two-player mode.
FINAL FIGHT 2 (JAP) *Capcom*	**75%**	As above, with a two-player mode but without the challenge.
FINAL FIGHT GUY (JAP) *Capcom*	**83%**	Pointless *Final Fight* sequel with a new main character.
FIRE DODGEBALL (JAP) *Sunsoft*	**45%**	Based on an imaginary sport, this is basic and unrewarding.
FIRST SAMURAI (UK) *Kemco*	**80%**	Platform beat-'em-up with loads of playability.
FLASHBACK (UK) *Sony Imagesoft*	**91%**	A bit linear, but it's very involving and the graphics are great.
FLYING HERO: BUGLE'S BIG ADV (JAP) *Sofel*	**68%**	Likeable blaster which doesn't really stand out.
FORTRESS OF FURY (JAP) *Jaleco*	**68%**	Nice graphics but slow and unimaginative gameplay.
F-ZERO (JAP/US/UK) *Nintendo*	**86%**	Fast and smooth racing game with bland scenery.
GEORGE FOREMAN'S KO BOXING (US/UK) *Acclaim*	**18%**	Tedious, limited and almost static boxing game.
THE GHOST OF KITARO (JAP) *Bandai*	**61%**	Pretty but odd scrolling shoot-/beat-'em-up.
GOAL (US) *Jaleco*	**69%**	Lots of detail, but the scrolling is too jerky.
GODS (US/UK) *Mindscape*	**74%**	Long-lasting platform shooter with added puzzles.
GOLDEN FIGHTER (JAP) *Culture Brain*	**42%**	Rubbish-looking, -playing and -sounding *SFII* rip-off.
GOOF TROOP (US) *Capcom*	**69%**	Puzzler starring Goofy which is fun for a while but too easy.
GP-1 (US) *Atlus*	**62%**	Motorbike racing game which is nothing like the real thing.
GPX CYBER FORMULA (JAP/US) *Takara*	**70%**	Average but enjoyable top-view racer with an anime bias.
GRADIUS III (JAP/US) *Konami*	**82%**	The fab sound and lush graphics are marred by slow-down.
GUNDAM F-91 (JAP) *Bandai*	**?%**	Strategy-based blaster. Impossible to judge.
GUNFORCE (JAP/US) *Irem*	**59%**	Platform blaster which is mediocre in all departments.
HARLEY'S HUMUNGOUS ADVENTURE (US/UK) *EA*	**69%**	Fairly imaginative platformer with sub-standard graphics.
HAT TRICK HERO (JAP/US) *Taito*	**66%**	Fast football sim which is only any fun in two-player mode.

NAME, PUBLISHER	%	BRIEF DESCRIPTION
HIT THE ICE (US) *Taito*	**58%**	Ice hockey game with added brawling. A bit shallow.
HOLE-IN-ONE GOLF (JAP/US) *HAL*	**68%**	User-friendly and nice-looking, if not very realistic.
HOME ALONE (JAP/US/UK) *THQ*	**36%**	Movie cash-in with banal gameplay and hopeless graphics.
HOME ALONE 2 (US/UK) *THQ*	**32%**	Much the same as above, but, er, worse.
HOOK (US/JAP) *Sony Imagesoft*	**72%**	Gorgeous-looking licence which is too slow and too easy.
HUNT FOR RED OCTOBER (US) *Hi Tech Expressions*	**25%**	Extremely repetitive, waterlogged shooter.
HUMAN GRAND PRIX (JAP) *Human*	**82%**	Fast and realistic racer, although the control system's odd.
HYPERZONE (JAP/US) *HAL*	**30%**	Tedious 3D space shoot-'em-up with a bit of Mode 7.
THE INCREDIBLE CRASH DUMMIES (UK) *Acclaim*	**41%**	Unimpressive presentation and repetitive gameplay.
IMPERIUM (JAP/US) *Vic Tokai*	**40%**	Sad, old-fashioned shoot-'em-up featuring robot suits.
INTERNATIONAL TENNIS TOUR (JAP) *Micro World*	**69%**	Plays a decent game of tennis, but other games are better.
THE IREM SKINS GAME (JAP/US/UK) *Irem*	**83%**	Golf game which looks nice but isn't particularly accurate.
JACK NICKLAUS GOLF (US) *Tradewest*	**62%**	Ruined by slow scenery redraw and unfriendly controls.
JAKI CRUSH (JAP) *Naxat*	**74%**	Pinball with a slow ball and a badly-designed table.
JAMES BOND JR (US/UK) *THQ*	**29%**	Platform blaster with poor graphics and crap gameplay.
JAMES POND'S CRAZY SPORTS (UK) *Storm*	**53%**	Good-looking collection of tedious 'sports'.
JAPANESE PRO WRESTLING (JAP) *Human*	**78%**	Four-player sim with a fair degree of realism.
JEOPARDY (US) *Gametek*	**15%**	Just as appalling as the original gameshow.
JERRY BOY (JAP/US) *Sony Imagesoft*	**54%**	Well-designed main sprite but run-of-the-mill gameplay.
JIMMY CONNORS' TENNIS (US/UK) *Ubi Soft*	**88%**	Tennis with added four-player antics. Great fun.
JOE AND MAC (JAP/US/UK) *Data East/Elite*	**72%**	Colourful graphics but repetitive music and gameplay.
JOHN MADDEN FOOTBALL (JAP/US) *Electronic Arts*	**79%**	Fast enough, but the graphics are flat and jerky.
JOHN MADDEN FOOTBALL '93 (JAP/US/UK) *EA*	**83%**	Cosmetic improvements make this a much better game.
JURASSIC PARK (UK) *Ocean*	**89%**	Huge film-based explore-'em-up with lots to do.
KA-BLOOEY (US) *Kemco*	**48%**	See *Bombuzal*.
KAWASAKI CARIBBEAN CHALLENGE (US) *Gametek*	**20%**	Crap motorbike-racing game with abysmal graphics.
KEVIN KEEGAN'S PLAYER MANAGER (UK) *Anco*	**59%**	Find out how dull football management really is.
KICK OFF (JAP/UK) *Anco/Imagineer*	**52%**	Very flawed but reasonably playable with two people.
KIKIKAIKAI (JAP) *Natsume*	**88%**	Weird but enjoyable shoot-'em-up with superb graphics.
KING ARTHUR'S WORLD (US/UK) *Jaleco*	**83%**	Enjoyable mouse-based platformer with a medieval slant.
THE KING OF RALLY (JAP) *Meldac*	**39%**	Dull-looking 3D race-'em-up with a lack of opponents.
KING OF THE MONSTERS (JAP/US) *Takara*	**79%**	Giant-sized beat-'em-up which is too dull to be fun.
KITARO'S GHOST (JAP) *Bandai*	**58%**	Cute graphics, but the platform action is too hard.
KOSHIYEN 2 (JAP) *KAC*	**60%**	Bog-standard baseball game with nice, Japanesey looks.
KRUSTY'S SUPER FUN HOUSE (US/UK) *Acclaim*	**79%**	Unusual blend of puzzling and platforms.
KUNIO KEN (JAP) *Technos*	**?%**	Mix of beat-'em-up and adventure. Impossible to judge.
LAGOON (JAP/US/UK) *Kemco*	**56%**	Frustrating and rather dull role-player.
LAST FIGHTER TWIN (JAP) *Banpresto*	**59%**	Side-on beat-'em-up with nice looks but limited gameplay.
LAMBORGHINI AMERICAN CHALLENGE (UK) *Titus*	**73%**	Neat racer with dull graphics and an odd difficulty curve.
THE LAWNMOWER MAN (UK) *Storm*	**77%**	Nice 3D sections mixed with some dull platform ones.
LEGEND OF SUCCESS JOE (JAP) *KAC*	**49%**	Boxing game with basic graphics and not enough moves.
LEGEND OF MYSTICAL NINJA (JAP/US/UK) *Konami*	**90%**	RPG/platformer with fab graphics and a real challenge.
LEMMINGS (JAP/US/UK) *Sunsoft*	**86%**	One of the most ingenious and addictive games ever.
LETHAL WEAPON (US/UK) *Ocean*	**57%**	Unadventurous platform shoot-'em-up.
THE LOST VIKINGS (US/UK) *Interplay*	**84%**	Well-designed mixture of strategy and platforms.
MACROSS (JAP) *Zamuse*	**87%**	Anime blaster with scrumptious looks and lots of variety.
MAGICAL GUY ADVENTURE (JAP) *Bandai*	**62%**	Entertaining platformer with cute sprites and backdrops.
MAGIC SWORD (JAP/US/UK) *Capcom*	**58%**	Dreadful slash-'em-up with appalling animation.
MARIO & WARIO (JAP) *Nintendo*	**70%**	This mouse-driven puzzler is absorbing but too easy.
MARIO IS MISSING (UK) *Mindscape*	**70%**	'Edutainment' game aimed at younger players.
MARIO PAINT (JAP/US/UK) *Nintendo*	**55%**	Limited, crude art package – with no print option!
MECAROBOT GOLF (US) *Toho*	**37%**	Idiosyncratic and dull golf game featuring – yes – robots.
MECH WARRIOR (JAP/US) *Activision*	**63%**	Armour-plated platform blaster which lacks imagination.
METAL JACKET (JAP) *Atlus*	**20%**	Stilted animation and inept gameplay. Rubbish.
MICKEY'S MAGICAL QUEST(JAP/US/UK) *Capcom*	**89%**	Polished platformer with stunning looks but no challenge.
MIGHT & MAGIC II (UK) *Elite*	**43%**	Tedious RPG with little depth or gameplay.
MONOPOLY (JAP/US) *Parker Brothers*	**40%**	Why bother when the board game's cheaper?
MORTAL KOMBAT (UK) *Acclaim*	**81%**	No gore and fewer moves, but still a great game.
MR NUTZ (UK) *Ocean*	**86%**	Cute 'n' colourful graphics and slick programming.
MUSYA (JAP/US) *Datam*	**24%**	Don't be fooled by the nice backdrops – this is crap.
NAMCOT OPEN (JAP) *Namco*	**80%**	Nice golf sim with fast and efficient graphics.
NBA ALL-STAR CHALLENGE (JAP/US) *LJN*	**59%**	Nicely presented and realistic basketball sim.
NFL FOOTBALL (US) *Konami*	**76%**	Lots of special effects, but a limited amount of control.
NHLPA HOCKEY (US/UK) *Electronic Arts*	**87%**	Nice ice hockey sim, although the graphics are jerky.
NIGEL MANSELL F1 CHALLENGE (JAP) *Infocom*	**85%**	Good, fast, high-quality racing action.
NOLAN RYAN'S BASEBALL (JAP/US) *Romstar*	**73%**	A slick sim with slightly tricky controls.
NORTH STAR KEN V (JAP) *Toei*	**?%**	Crap-looking RPG. Impossible to judge.
NORTH STAR KEN 6 (JAP) *Toei*	**42%**	*SFII* clone with huge sprites but little action.
ON THE BALL (US) *Taito*	**52%**	See *Cameltry*.
OPERATION LOGIC BOMB (US) *Jaleco*	**68%**	See *Fortress Of Fury*.
OTHELLO WORLD (JAP) *Tsukuda*	**52%**	Plays a faithful game of *Othello*, but why bother?

NAME, PUBLISHER	%	BRIEF DESCRIPTION
OUTLANDER (US/UK) *Mindscape*	**28%**	Useless blaster with a bit of driving thrown in.
OUT TO LUNCH (UK) *Mindscape*	**84%**	Big, cute, cleverly animated and challenging platformer.
PAPER BOY 2 (US/UK) *Mindscape*	**22%**	Deliver newspapers and avoid the obstacles. And that's it.
PEBBLE BEACH GOLF LINKS (JAP/US/UK) *T&E*	**82%**	Fun and extremely accurate sim for up to three players.
PGA TOUR GOLF (JAP/US/UK) *Electronic Arts*	**60%**	Slick presentation but below-par playability
PHALANX (JAP/US) *Kemco*	**70%**	Unremarkable scrolling shoot-'em-up with nice graphics.
PILOT WINGS (JAP/US/UK) *Nintendo*	**92%**	Looks good and is a real test of hand-eye co-ordination.
PIPEDREAM (JAP) *Bullet-Proof Software*	**66%**	Well turned-out puzzle which gets boring fast.
PITFIGHTER (US/UK) *THQ*	**14%**	Laughably bad beat-'em-up 'action'.
PLOK! (US) *Tradewest*	**90%**	Cute platformer which is fun enough to stand out.
POCKY & ROCKY (US) *Natsume*	**88%**	See *Kikikaikai*.
POP'N TWINBEE (JAP/US/UK) *Konami*	**84%**	Ultra-cute blaster with rather weak gameplay.
POPULOUS (JAP/US/UK) *Imagineer*	**85%**	Great god-game which may get boring after a while.
POWER ATHLETE (JAP) *Kaneco*	**49%**	This beat-'em-up contains nothing special.
POWERMONGER (UK) *Imagineer*	**77%**	You'll need a lot of patience for this involving adventure.
POWER MOVES (US) *Kaneco*	**49%**	See *Power Athlete*.
PRIME GOAL (JAP) *Namco*	**75%**	A great game of soccer, spoilt by its lack of speed.
PRINCE OF PERSIA (JAP/US/UK) *Konami*	**89%**	Tough, pretty and wonderful to play. A classic.
PRO BASEBALL LEAGUE '93 (JAP) *Sony*	**77%**	Cute characters, slick animation and some neat extras.
PRO QUARTERBACK (US) *Tradewest Sports*	**62%**	Nice Mode 7 graphics but very little else.
PRO SOCCER (JAP) *Imagineer*	**27%**	Crude graphics and Graham Taylor-esque gameplay.
PSYCHO DREAM (JAP) *Riot*	**33%**	See *Dream Probe*.
PUSHOVER (US/UK) *Ocean*	**78%**	Basic domino-toppling puzzler with lots of short-term fun.
Q*BERT 3 (JAP/US) *NTVIC*	**67%**	Nostalgia value alone isn't enough to make this fun.
RACE DRIVIN' (US/UK) *THQ*	**35%**	Badly programmed racer with nasty 3D graphics.
RAIDEN DENSETSU (JAP) *Toei*	**54%**	This shoot-'em-up is too slow to provide any excitement.
RAIDEN TRAD (US) *Toei*	**54%**	See *Raiden Densetsu*.
RAMPART (US) *Electronic Arts*	**79%**	Primitive-looking but fun puzzler. Great with two players.
RANMA 1/2 (JAP) *NCS Masiya*	**75%**	Neat anime beat-'em-up with mismatched characters.
RANMA 1/2 PART TWO (JAP) *NCS Masiya*	**73%**	Good-looking characters, but it's far too easy.
REDLINE F1 RACER (US) *Absolute*	**49%**	Okay graphics, but almost impossible to play.
THE REN & STIMPY SHOW: 'VEEDIOTS' (UK) *THQ*	**47%**	Nice graphics, dull gameplay and incomprehensible gags.
RIVAL TURF (JAP/US/UK) *Jaleco*	**58%**	Simultaneous two-player action, but repetitive baddies.
ROAD RIOT 4WD (US/UK) *THQ*	**20%**	This split-screen racer is primitive in every respect.
ROAD RUNNER (JAP/US/UK) *Sunsoft*	**42%**	Faithful to the cartoon, but the gameplay is simplistic.
ROBOCOP 3 (US/UK) *Ocean*	**50%**	Far too difficult and often ridiculously unfair.
ROBOCOP VS TERMINATOR (UK) *Virgin*	**27%**	Apart from the graphics, this is shabby beyond belief.
THE ROCKETEER (JAP/US) *IGS*	**33%**	Lovely graphics, but there's little audience participation.
ROCK 'N' ROLL RACING (UK) *Interplay*	**88%**	Very challenging and lots of fun to play.
ROCKY RODENT (JAP) *Irem*	**50%**	Mediocre game with little variety in graphics or gameplay.
ROGER CLEMENS' MVP BASEBALL (US) *Acclaim*	**73%**	Great animation, but a few problems with the controls.
ROMANCE OF THE 3 KINGDOMS II (JAP/US) *Koei*	**55%**	Complex but not very interesting strategy game.
RPM RACING (JAP/US) *Interplay*	**58%**	Fun racer, although the scrolling's a bit rough.
RUN SABER (US) *Atlus*	**59%**	Pretty backdrops but not much in the way of gameplay.
RUSHING BEAT RUN (JAP) *Jaleco*	**60%**	Beat-'em-up which is nice to look at but boring to play.
SD DODGEBALL (JAP) *Banpresto*	**42%**	The worst of the series of dodgeball games.
SD GREAT BATTLE (JAP) *Banpresto*	**38%**	Crusty arcade adventure with tedious gameplay.
SD GREAT BATTLE III (JAP) *Banpresto*	**63%**	Cute characters and nice graphics, but lacks depth.
SD GUNDAM (JAP) *Bandai*	**?%**	RPG with crap graphics and sound. Impossible to judge.
SECRET OF MANA (US) *Squaresoft*	**94%**	Enormous four-player RPG which looks stunning.
SENSIBLE SOCCER (UK) *Sony Imagesoft*	**91%**	Utterly realistic sim with great playability. The best.
SEPTENTRION (JAP) *Human*	**90%**	Atmospheric and playable disaster movie-type game.
THE 7TH SAGA (US) *Enix*	**69%**	A run-of-the-mill RPG with little to recommend it.
SHADOWRUN (UK) *Data East*	**85%**	Scrupulously designed adventure, packed with puzzles.
SHANGHAI 2 (JAP/US) *Activision*	**58%**	Very basic puzzler that can become addictive.
SIM ANT (JAP) *Imagineer*	**?%**	Like *Sim City*, but with ants. Impossible to judge.
SIM CITY (JAP/US/UK) *Maxis/Nintendo*	**84%**	Build the city of your dreams in this absorbing classic.
SIM EARTH (JAP/US) *Imagineer*	**34%**	This has too much to do and eventually gets tedious.
SKÜLJAGGER (US) *American Softworks*	**58%**	Lacklustre pirate adventure that's too easy.
SKY BLAZER (UK) *Sony*	**78%**	A pretty platformer, but too lightweight.
SOLSTICE II: EQUINOX (US/UK) *Sony Imagesoft*	**90%**	Polished arcade adventure with brill graphics and sound.
SONIC BLAST MAN (JAP/US) *Taito*	**69%**	Scrolling beat-'em-up with limited longevity.
SOUL BLAZER (JAP/US) *Enix*	**89%**	Slick and graphically gorgeous *Zelda*-type adventure.
SPACE FOOTBALL (JAP/US) *Triffix*	**52%**	Short-term thrills only in this strange footy sim.
SPACE MEGAFORCE (US) *Toho/Compile*	**87%**	Technically wonderful and great-playing shoot-'em-up.
SPANKY'S QUEST (JAP/US) *Natsume*	**58%**	Bizarre affair involving killing baddies with bubbles. Crap.
SPIDERMAN & THE X-MEN (US/UK) *Acclaim*	**72%**	Unattractive-looking platformer that won't last.
SPINDIZZY WORLDS (JAP/US/UK) *ASCII*	**69%**	Clever little arcade puzzler, but it's looking dated now.
STARFOX (JAP/US)/STARWING (UK) *Nintendo*	**93%**	Absolutely brilliant 3D shoot-'em-up. Get it!
STREET FIGHTER II (JAP/US/UK) *Capcom*	**94%**	Your SNES is wasted if you haven't got this!
STREET FIGHTER II TURBO (JAP/US/UK) *Capcom*	**96%**	A faster, better-looking version of the original.

NAME, PUBLISHER	%	BRIEF DESCRIPTION
STRIKE GUNNER (JAP/US/UK) *Athena*	**65%**	Average vertical blaster with wallpaper-like backgrounds.
STRIKER (UK) *Elite*	**89%**	Easy-to-play footy sim that's also easy on the eyes.
SUMO SPIRITS (JAP) *Takara*	**47%**	Fairly realistic, but who cares? It's sumo.
SUNSET RIDERS (UK) *Konami*	**87%**	Enjoyable two-player blast, but can get repetitive.
SUPER ADV ISLAND (JAP/US/UK) *Hudson Soft*	**75%**	Attractive backgrounds but simplistic platform gameplay.
SUPER AIR DIVER (UK) *Sunsoft*	**51%**	Looks good, but the gameplay's too insubstantial.
SUPER ALESTE (JAP/US/UK) *Toho/Compile*	**87%**	See *Space Megaforce*.
SUPER BACK TO THE FUTURE 2 (JAP) *Toshiba/EMI*	**61%**	Good graphics and sound but awful controls.
SUPER BASEBALL SIM 1000 (JAP/US) *Culture Brain*	**49%**	Good pitching and batting but poor graphics.
SUPER BASES LOADED (JAP/US) *Jaleco*	**55%**	Jerky graphics and limited gameplay.
SUPER BASES LOADED II (JAP/US) *Jaleco*	**63%**	The same as above, but with, er, a II afterwards.
SUPER BATTER UP (US) *Namco*	**53%**	Uncontrollable baseball game with garish graphics.
SUPER BATTLETANK (JAP/US/UK) *Absolute*	**50%**	Some good explosions, but generally boring.
SUPER BIKURI MAN (JAP) *Interbec*	**18%**	Ridiculously bad beat-'em-up which is far too easy.
SUPER BIRDIE RUSH (JAP) *Data East*	**76%**	Cartoony golf game which could be more playable.
SUPER BLACK BASS (JAP) *Hot B*	**42%**	Fancy going fishing on your SNES? You're very sad.
SUPER BOMBERMAN (JAP/UK) *Hudson Soft*	**92%**	Brilliantly manic four-player maze game.
SUPER BOWLING (JAP/US) *Athena*	**48%**	Bowling's too boring to make a decent SNES game.
SUPER CASTLEVANIA IV (JAP/US/UK) *Konami*	**91%**	Huge, atmospheric platformer with great sound.
SUPER CHINESE WORLD (JAP) *Culture Brain*	**?%**	Basic RPG. Impossible to judge.
SUPER CONFLICT (US) *Vic Tokai*	**49%**	Boring and outdated hex-based war game.
SUPER CUP SOCCER (JAP) *Jaleco*	**69%**	See *Goal*.
SUPER DOUBLE DRAGON (JAP/US) *Technos*	**68%**	Large variety of moves but it looks crap and is too easy.
SUPER DUNKSHOT (JAP/US) *HAL*	**84%**	Slightly confusing sim with fabulous 3D graphics.
SUPER DUNKSTAR (JAP) *Sammy*	**55%**	Basketball sim which plays okay but looks primitive.
SUPER EMPIRE STRIKES BACK (JAP/UK) *LucasArts*	**71%**	Disappointingly unoriginal sequel with lots of slow-down.
SUPER EDF (JAP/US) *Jaleco*	**68%**	Pretty shoot-'em-up with some boring gameplay.
SUPER F1 CIRCUS (JAP) *Nichibutsu*	**74%**	Ordinary-looking racer which is fast and feels good.
SUPER F1 CIRCUS (JAP) *Nichibutsu*	**74%**	Limited-edition version with real Grand Prix names.
SUPER F1 CIRCUS 2 (JAP) *Nichibutsu*	**34%**	The lack of other cars on the track makes this very dull.
SUPER F1 GRAND PRIX (JAP) *Video System*	**44%**	Unexciting racer with no two-player mode.
SUPER F1 HERO (JAP) *Varie*	**49%**	Racer with appalling graphics and no sensation of speed.
SUPER FAMILY TENNIS (JAP) *Namcot*	**83%**	Polished four-player sim with limited controls.
SUPER FIRE PRO WRESTLING (JAP) *Human*	**56%**	Dull-looking and too tough, but okay with two players.
SUPER FIRE PRO WRESTLING 2 (JAP) *Human*	**72%**	Crap on your own, but get a Multitap and you're sorted.
SUPER FORMATION SOCCER II (JAP) *Human*	**70%**	The four-player version of *Super Soccer*.
SUPER GHOULS 'N' GHOSTS (JAP/US/UK) *Capcom*	**85%**	Brilliant graphics (with slow-down), but it's frustrating.
SUPER HIGH IMPACT (JAP/US) *Acclaim*	**74%**	Stripped-down US footy game which can be enjoyable.
SUPER JAMES POND (US/UK) *Ocean*	**79%**	Lots of levels to keep you playing, but it's too juddery.
SUPER MARIO ALL STARS (JAP/US/UK) *Nintendo*	**96%**	Four brilliant *Mario* games on one huge cart!
SUPER MARIO KART (JAP/US/UK) *Nintendo*	**93%**	Four-games-in-one racer with excellent two-player mode.
SUPER MARIO WORLD (JAP/US/UK) *Nintendo*	**94%**	Repetitive backgrounds, but the challenge is awesome.
SUPER NBA BASKETBALL (JAP/US/UK) *Tecmo*	**86%**	Playable, accurate and comprehensive sim.
SUPER NINJA (JAP) *Koei*	**?%**	RPG with ancient-looking graphics. Impossible to judge.
SUPER OFF ROAD (JAP/US/UK) *Tradewest*	**63%**	Limited overhead-view racer offering short-term fun.
SUPER OFF ROAD BAJA (US) *Tradewest*	**69%**	Fun for a while, but the lack of variety scuppers it.
SUPER PANG (JAP/US) *Capcom*	**72%**	Smart graphics, but really needs a two-player mode.
SUPER PARODIUS (JAP/UK) *Konami*	**86%**	Hilarious graphics make this a blast. Bit easy, though.
SUPER PLAY ACTION FOOTBALL (US) *Nintendo*	**71%**	Complex sim that is accurate rather than playable.
SUPER PROBOTECTOR (UK) *Konami*	**90%**	See *Contra 3*.
SUPER PUTTY (UK) *System 3*	**84%**	Funny, slick and very weird Amiga-derived platformer.
SUPER R-TYPE (JAP/US/UK) *Irem*	**72%**	Great-looking shooter which suffers from slow-down.
SUPER SLAP SHOT (US) *Virgin*	**65%**	Awkward-playing ice hockey sim with dodgy graphics.
SUPER SMASH TV (JAP/US/UK) *Acclaim*	**84%**	Frantic, ultra-violent blaster with hordes of baddies.
SUPER SOCCER (JAP/US/UK) *Human/Nintendo*	**83%**	Enjoyable but flawed sim with impressive graphics.
SUPER STAR WARS (JAP/US/UK) *JVC*	**89%**	Accurate, atmospheric and tough platform blaster.
SUPER STRIKE EAGLE (US/UK) *MicroProse*	**61%**	Disappointing flight sim with blocky graphics.
SUPER SUMO (JAP) *Namcot*	**44%**	Nice comedy graphics, but sumo is still dull.
SUPER SWIV (JAP/US/UK) *The Sales Curve*	**82%**	Slick two-player shooter. Good fun, if a little samey.
SUPER TENNIS (JAP/US/UK) *Tonkin House*	**92%**	Amazing range of shots and lots of tournaments to enter.
SUPER TETRIS 2 + BOMBLISS (JAP) *Bullet-Proof*	**83%**	A great conversion of the classic puzzler.
SUPER TOM & JERRY (US/UK) *High-Tech Expressions*	**42%**	Poor platformer with lots of slow-down.
SUPER TURRICAN (US/UK) *Seika*	**80%**	Fast, smooth shooter with some slick graphics.
SUPER VALIS IV (JAP/US) *Telenet*	**52%**	Contrived, boring and linear platformer.
SUPER VOLLEY II (JAP) *Video System*	**82%**	Weird 2D volleyball sim with a wealth of moves.
SUPER WAGAN ISLAND (JAP) *Namcot*	**?%**	Cute-looking, texty platformer. Impossible to judge.
SUPER WIDGET (US) *Atlus*	**54%**	Boring cartoon-derived platformer.
SUPER WWF (JAP/US/UK) *Acclaim*	**74%**	This would be fun if all the wrestlers weren't so similar.
SUZUKI AGURI F1 (JAP) *LOZC*	**72%**	Well-presented racer, but the corners come up too fast.
SYO THE SEAL (JAP) *Takara*	**79%**	A cute platformer, but it's sometimes a bit empty.
SYVALION (JAP/UK) *JVC*	**46%**	Maze-based scrolling shooter which lacks challenge.

NAME, PUBLISHER	%	BRIEF DESCRIPTION
TAZ-MANIA (US/UK) *THQ*	54%	Run along the road, and, er... That's about it, really.
TERMINATOR (US/UK) *Mindscape*	59%	Average, film-based blaster with dark graphics.
TEST DRIVE II: THE DUEL (US/UK) *Accolade*	58%	Racer which is difficult to control and not very exciting.
THUNDER SPIRITS (JAP/US) *Toshiba EMI*	73%	Shoot-'em-up spoiled by slow-down.
TIME SLIP (UK) *Vic Tokai*	60%	Poorly executed platformer which is far too easy.
TINY TOONS (JAP/US/UK) *Konami*	89%	Lovable platformer with bags of variety and challenge.
TKO BOXING (US) *Sofel*	38%	Well-presented sim with simplistic, boring gameplay.
TOP GEAR (JAP/US/UK) *Kemco*	76%	Lots of fast driving fun, but only with two players.
TOP GEAR 2 (UK) *Kemco*	74%	Nicely done, but offers nothing new.
TOTAL CARNAGE (UK) *THQ*	63%	*Smash TV* sequel which isn't as frantic as the original.
TOYS (US) *Absolute*	24%	Sad and boring film conversion with awful graphics.
TRODDLERS (UK) *Storm*	79%	Big, addictive puzzler with an unfriendly learning curve.
TUFF E NUFF (US) *Jaleco*	78%	See *Dead Dance*.
TURTLES IV: TURTLES IN TIME (JAP/US/UK) *Konami*	84%	Great-looking beat-'em-up which can get repetitive.
TURTLES: TOURNAMENT FIGHTERS (UK) *Konami*	90%	Great beat-'em-up with lots of fighters and locations.
2020 SUPER BASEBALL (JAP) *KAC*	85%	Fun two-player sim with the addition of robots.
ULTIMATE FOOTBALL (JAP) *Sammy*	51%	Limited and technically unadventurous US footy sim.
ULTRAMAN (JAP/US/UK) *Bandai*	35%	Ridiculous-looking beat-'em-up.
ULTRASEVEN (JAP) *Bandai*	45%	*Godzilla*-type beat-'em-up which is funny but tacky.
UNCHARTED WATERS (JAP/US) *Koei*	37%	Incredibly boring naval strategy game.
UN SQUADRON (US/UK) *Capcom*	91%	See *Area 88*.
USA ICE HOCKEY (JAP) *Jaleco*	60%	Looks nice, but the slow-down makes it unplayable.
USHIO AND TORA (JAP) *Yutaka*	35%	Poor scrolling cut-'em-up with only two moves.
UTOPIA (US) *Jaleco*	86%	Absorbing *Sim City*-type affair with lots of depth.
VANNA WHITE'S WHEEL OF FORTUNE (US) *Gametek*	19%	A *gameshow* conversion? What is the world coming to.
VIRTUAL SOCCER (UK) *Hudson Soft*	87%	An excellent game of footy, but can get frustrating.
VOLLEYBALL TWIN (JAP) *Tonkin House*	76%	Plays solidly, but the slow scrolling makes it frustrating.
WAIALAE COUNTRY CLUB (JAP/US) *T&E Soft*	82%	Accurately depicted golf sim based on a real-life course.
WARPSPEED (US/UK) *Accolade*	32%	Very dated and crudely presented space shoot-'em-up.
WAYNE'S WORLD (UK) *THQ*	26%	Awful platformer. The joke isn't funny any more.
WING COMMANDER (US) *Mindscape*	60%	Average conversion of the overrated 3D space shooter.
WING COMMANDER: SECRET MISSIONS (UK) *Mindscape*	64%	A few extra bits, but not enough to make it fab.
WINGS II (JAP/US)/BLAZING SKIES (UK) *Namco*	71%	Impressive-looking WWI flying sim/shoot-'em-up.
WORDTRIS (US) *Spectrum Holobyte*	40%	*Tetris*, but with letters. Needs luck rather than judgement.
WORLD CLASS RUGBY (JAP/UK) *Imagineer*	74%	*Kick Off* with odd-shaped balls and stop-go gameplay.
WORLD HEROES (US) *Sunsoft*	77%	Not bad with two players, but something's missing.
WORLD LEAGUE BASKETBALL (UK) *HAL*	84%	See *Super Dunkshot*.
WORLD LEAGUE SOCCER (US) *Imagineer*	27%	See *Pro Soccer*.
WWF ROYAL RUMBLE (UK) *LJN/Acclaim*	79%	Flawed in one-player mode, but great fun with a mate.
WORLD SOCCER (UK) *Electro Brain*	29%	Confusing and shabby sim with a surfeit of Mode 7.
XAK (JAP) *Sunsoft*	?%	Overhead-view RPG. Impossible to judge.
XANDRA'S BIG ADVENTURE (JAP) *Namcot*	85%	Tough platformer with versatile controls.
XARDION (JAP/US) *Asmik*	26%	Platform shooter with crap graphics and sad gameplay.
X-ZONE (US) *Kemco*	55%	Another tedious Super Scope game.
YOSHI'S COOKIE (JAP) *Bullet-Proof Software*	76%	Fun *Tetris* clone with biccies instead of blocks.
YOSHI'S SAFARI (JAP) *Nintendo*	69%	At last, a decent Super Scope game. Bit easy, though.
YS III (JAP/US) *Tonkin House*	72%	Fun RPG viewed from the side, but it's not very big.
ZAN II (JAP) *Wolf Team*	?%	Incomprehensible strategy game. Impossible to judge.
ZELDA: LINK TO THE PAST (JAP/US/UK) *Nintendo*	93%	The definitive adventure game. Brilliantly designed.
ZOMBIES ATE MY NEIGHBORS (US/UK) *Konami*	89%	Innovative, funny shoot-'em-up with lots of monsters.

TOP FIVE SHOOT-'EM-UPS

1 CYBERNATOR

Armoured assault suit mayhem for techno-fetishists.

2 UN SQUADRON

Highly militaristic near-future scenario with anime origins.

3 SUPER PARODIUS

Highly octopoidal parody scenario with animal origins.

4 SUPER ALESTE

Enough power-ups to make you split your plus-fours.

5 R-TYPE III

R-Type – the first star-class fighter to consider a nose-job.

FREE ADS

Want to sell or swap that unwanted SNES-related Christmas present? Or get hold of the 'sold out' issues 1 and 3 of *Super Play* for your collection? Then look no further than...

SUPER MARKET

HARDWARE FOR SALE

● Amiga 500 + for sale (boxed). Includes external drive, joystick, mouse, 12 boxed games, mags and other accessories. £250. Tel: (0246) 221891.

● For sale: Amiga 500 with 250 games, utilities, joystick, mouse and second disk drive. £200 ono. Tel: (0883) 652332.

● Amiga 500, Action Replay, many games (eg *Project X, Goal, Walker*), Protext (word processor) and Page Streamer (DTP). All boxed and in good condition. £180. Tel: Andy (081) 542 1011.

● Amiga 500+, 1 meg RAM, many games (inc *Monkey Island I* and *II*), magazines, joystick, mouse. Boxed and in good condition. £280 ono. Tel: Ben (0252) 713415.

● Amstrad 6128 disk drive, colour monitor. Excellent condition. 28 great games, two Quickshot joysticks, 49 magazines and cover tapes. £75. Tel: (0604) 755139.

● Amstrad CPC 6128K computer, colour monitor included. Complete system with disk drive, tape player, full instructions, joystick, TV convertor and games. £250 ono. Tel: (0872) 75844.

● Amstrad CPC 464, 70 games, joystick, monitor. Great for beginners. Excellent condition. £200. Tel: (0563) 40599, after 5pm.

● Atari Lynx for sale with 11 sound games, sun visor and carry case. Sell for £100 ono. Tel: Sean (021) 603 2729.

● Atari STE, good condition, boxed, 125 games, two joysticks, mouse and mat. Includes art and music games. £150. Tel: (New Malden) 395 6487.

● Atari Lynx, five games, PSU battery pack and carry case. Offers over £100. Tel: (0349) 853112.

● Game Boy with three games and rechargeable battery pack with hard carry case. Three 90%+ games. Sell for £75. Tel: Tim (0734) 834113.

● Game Boy with 11 games including: *Dynablaster, Dragon's Lair, Bart vs The Juggs* and *Tennis*. Also includes deluxe carry all, light magnifier and phones. VGC. Must be able to collect. £140. Tel: Owen (0642) 812425.

● Game Boy for sale. Five games including *Jurassic Park* and *Alien³*. Worth £130, sell for £85. Tel: Adam (0322) 270163.

● Game Gear with seven top games, carry case, adaptor. All only four months old and hardly used. Only £180. Quick sale wanted. Tel: (0732) 454752.

● Game Gear for sale, Super Wide Gear, eight games: *Sonic 1* and *2, Streets Of Rage, Super Kick Off* and more. Fully boxed. Unwanted gift. £180 ono. Tel: (0929) 554538.

● Mega CD, boxed as new, £150. Mega Drive and three games £90. Also UK SNES with six games, Pro Action Replay £150. Tel: Mick (0335) 343459.

● Mega CD with two CD games. Excellent condition. Just for £200 cash only. SNES programmable joypad, just for £30. Tel: Alex (071) 350 0632.

● Mega Drive with arcade power stick, joypad and five games. All boxed in excellent condition. £150. Tel: (081) 440 9447.

● Mega Drive for sale (brand new), 27 games, Action Replay, Arcade Pro joystick, two controllers. £300 ono. Tel: (0928) 717721.

● Mega Drive for sale with two control pads and eight games including *Sonic 2, Alien³, Streets Of Rage 2*. Sell for £150. Tel: Ian (0232) 665168.

● Neo Geo PAL and SCART with two controllers and *Fatal Fury*. Only £300. Tel: (091) 2733248.

● NES for sale with *SMB1, Zelda II, Tecmo World Wrestling, Life Force* and *Super Off Road*. Mint condition. £65 ono. Tel: (081) 428 9518.

● NES for sale £90. Seven games, two control pads and the zapper. All are fully boxed. Games include: *Duck Hunt, Mario 1* and *2, Double Dragon* and *Rad Racer*. Tel: (0246) 569727, after 5pm.

● NES for sale with 10 games including: *Terminator 2, Gremlins 2, Turbo Racing* and *Double Dragon*. With gun, two control pads and case. Worth £410, sell for £180. Tel: Kris (0438) 759135.

● NES for sale, boxed, plus *Mario 1, 2* and *3*, two control pads. £75 ono. Mega Drive games too. Tel: Philip (081) 907 6696.

● For sale: Super Famicom (SCART) with 10 games, two convertors and three joypads. £350. Tel: (0255) 677118.

● Super Famicom for sale (JAP/SCART) with five top games: *Actraiser, SWIV, Pilot Wings, Super Tennis* and *F-Zero*, plus two joypads and US adaptor. £200 ono. Tel: (0742) 335555.

● SNES (PAL), two joypads, games include: *Super Tennis, Mario World, Turtles In Time* and *SFII Turbo*. £260. Tel: (0349) 882171.

● UK SNES, *Addams Family* and *Mario World*. All boxed as new, hardly used. £100. Tel: (0742) 665282.

● UK SNES with two controllers and six funky games: *SFII, Starwing, Mario Kart, Zelda, Super Tennis* and *Dragon's Lair*. All boxed. Sell for £225. Tel: Sean (021) 6032729.

● UK SNES with *SFII, Mario Kart, Contra 3* (US), adaptor and one SN ProPad. All boxed and in good condition. Sell for £170. Tel: Peter or Joe (0491) 839810.

● For sale: UK SNES with one joypad, *SFII* and *Mario World*. Excellent condition. Boxed. Only £100. Tel: (081) 539 1008.

● US SNES (SCART), power supply, SCART lead and control pad. Comes with *SFII Turbo*. Sell for £140 ono. Tel: Peter (081) 994 9397.

● SNES with Scope for sale. Still in box, hardly used. UK PAL version. £80 ono. Tel: (051) 933 6928, after 3pm.

● UK SNES, two joypads, convertor, 20 mags, *Starwing, Desert Strike, Mario World, Mario Kart, Super SWIV, Super Soccer* and *Super Tennis*. £270. Tel: (041) 775 2262.

● UK SNES, two controllers, convertor, *Mortal Kombat, SFII Turbo, Mario All Stars, Super Bomberman* and *Jurassic Park*. For £250 ono. Tel: Matt (0277) 812044.

● UK SNES, two joypads, eight games including: *SFII Turbo, Smash TV, Castlevania IV* and others. Perfect condition. Worth over £500, sell for £350 ono. Also includes Action Replay. Tel: (081) 444 7751, after 6pm.

● US SNES, ASCII pad, *Starfox, Zelda, Contra 3, SFII, Sim City*. £235 ono. Excellent condition. Tel: (071) 916 4185.

● US 60Hz SNES and SCART leads, convertors, two controllers. Only £100. Tel: Tahir (0332) 203272, after 4pm.

● UK SNES with 14 games, two pads, one joystick, US/JAP convertor. Games include: *SFII Turbo, Mario Kart* and *Starwing*. Worth £850. Sell for £550. Tel: (0224) 821786.

● UK SNES, two pads, adaptor, *Street Fighter II, Mario 4, Mario Kart, Pilot Wings, Krusty, Joe & Mac, SWIV, Exhaust Heat, Super Aleste, Road Runner* and lots of mags. Cost £600, sell for £350. Tel: (0925) 754730.

● SNES with four top games and Universal Adaptor. Three months old. Original boxes, etc. £140. Tel: (091) 284 8045.

● SNES for sale with four games (*SFII Turbo* with UC convertor), two joypads, stereo leads, *Mario, Jimmy Connors* (UK) and *SFII* (UK). For £275. Tel: (081) 788 9624.

● US SCART SNES, four games: *SFII, Mario Kart, Brawl Brothers* and *Starfox*, Two pads, boxed. Good as new. £200 ono. Tel: (061) 440 0628.

● UK SNES with *Mario* and seven other games, two controllers, carry case, £250. Also US games for sale, including *Mario All Stars*, £40. Tel: (081) 660 0344.

● SNES for sale, four games, two joypads. Games are: *SFII, UN Squadron, Super Kick Off* and *Super Strike Eagle*. All for £200. Tel: (0993) 811771.

● SNES for sale, including 11 games, two pads, convertor, all boxed. £400 ono. Tel: (0835) 863811, after 5pm.

● UK SNES, *Super Star Wars, Zelda* and five other games, two controllers, carry case, mint condition, £225. Tel: Darrell (0784) 471311.

● SNES for sale, two control pads, three games: *SFII, F-Zero* and *Pop'n Twinbee*. Three months old, boxed as new with magazines like *SP, NMS* and *Total!*. Only £140. Tel: Lee (0792) 815955.

● UK SNES and seven games, including *Mortal Kombat, SFII, Alien³, Starwing*,. All boxed as new. Ten month's guarantee. Would cost £450+ new, will accept £320 ono. Tel: (0274) 722774.

● UK SNES for sale, two joypads, *Mario World* (UK), *SFII* (UK), *Contra 3* (US), convertor, SCART and PAL leads, £130. Tel: Duncan (0462) 813709.

● Eight-month-old SNES for sale with two control pads, convertor and eight games including: *Mario 4, Tiny Toons, Starfox, SFII* and more. All this for only £320 ono. Tel: (0869) 40773.

● SNES for sale, two control pads, five top games (90%+), convertor, boxed, excellent condition, £230 ono. Carlisle area. Tel: Simon (0228) 401620, after 6.30pm.

● UK SNES for sale, one normal pad, one Game Commander, PSU. Includes: Super Scope (six games), *Mario Kart, Super Tennis, Super Soccer*. Worth £300, sell for £150. Tel: Mat (0723) 372638.

● UK SNES, two control pads, one Super Advantage, seven games including: *SFII Turbo, Starfox, Alien³* and *Star Wars*, convertor, fully boxed, £225 ono. Tel: (081) 751 6507.

● US SCART SNES, one joypad, one six-button joystick, all boxed and under guarantee. Also *Starfox* (US), *SFII Turbo* (US), *Mario Kart* (US), *Addams Family* (UK) and Universal Adaptor. Quick sale. £250 the lot. Tel: (041) 414 1458.

● *Super Play* magazines, issues 2-14 inclusive. Including issue 3. No splits. £20 the lot. Buyer collects. Tel: (0993) 813345.

GAMES FOR SALE

● UK SNES game *Top Gear*. Good condition, still in box for £25 or will swap for *Contra 3* or *World Heroes* (in good condition). Tel: (0602) 281197.

● *SFII* for sale (instructions, but no box) £20 or swap for *Zelda III*. Must be able to collect. Tel: (0491) 577493.

● *Super Mario World* £25 and *Pugsley's Scavenger Hunt* £30. Both UK. Both are in perfect condition. Tel: Geraint (0227) 830191.

● *Mortal Kombat* (UK) for the SNES, £45, and *Star Wars, Royal Rumble* (US), £35 each, *SFII* (JAP) £25. Tel: (0532) 591261, before 5pm.

● *SFII Turbo* £45, *Final Fight 2* £30, *Super Bomberman* £40. All JAP, plus Multitap, five-player (JAP) £25. Works on JAP/US/UK SNES. East London area. Tel: (081) 980 0944, after 4.30pm.

● SNES games for sale. *Mario World* £20, *Castlevania IV, Probotector, F-Zero*, £25, *SFII* £30. All UK versions. Tel: (061) 427 8275.

● US SNES games for sale: *Madden '93* and *NHLPA Hockey*. Both for just £64. Also universal convertor only £7 ono. Tel: (0792) 816642.

● *SFII Turbo* (JAP), brand new £50. (£55 including convertor). Tel: (0203) 418329, after 6pm.

● SNES games: *Zelda III* £20, *SFII* £30, *Starwing* £30, *Super Star Wars* £30 and *Mario All Stars* (US) £40. Games are UK or US. Tel: (081) 660 0344.

● *Starwing* (UK) £33, *Prince Of Persia* (US) £25, *Legend Of The Mystical Ninja* (JAP) £20. All boxed with instructions. Birmingham area. Tel: (021) 777 5270.

● UK SNES games: *WWF Wrestlemania* £25, *Kick Off* £20, *Mario Kart* £20, *Royal Rumble* £35, *Striker* £25. Tel: (0302) 531173.

● SNES games (all JAP), mint condition: *SFII Turbo* £45, *Final Fight 2* £30, *Super Bomberman* £40, plus JAP five-player Multitap, works on JAP/US/UK machines £25. East London. Tel: (081) 980 0944, after 4.30pm.

● SNES games with instructions but no box: *Zelda, Mario World, Mario Kart, Actraiser, Probotector, Ghouls 'n' Ghosts, Sim City, Drakkhen, Tennis, Populous, Aleste, Dragon's Lair*. Tel: (0785) 222579, after 7.30pm.

● *Desert Strike* (US) £30, *Mario Paint* (US) £35. All boxed with manuals. Both games for £60 plus issues 2 and 3 of *Super Play* absolutely free. Tel: (081) 856 5838.

● *Desert Strike* (UK) for sale £30 ono. Buyer must collect from West Bromwich area. Tel: Rich (021) 553 0460.

● *Starfox* (JAP) £30, *Mario All Stars* (UK) £35 and *Out To Lunch* (UK) £25 for sale. Tel: Keith (061) 728 1863.

● *Street Fighter II* (UK) for sale. No box, free with machine, instructions too. £35 ono, or swap for Action Replay. Tel: (051) 933 6928, after 3.30pm.

● SNES games: *Mario Kart* (UK) £30, *Super Battletoads* (US) £30, Pro Universal Adaptor £10, *Wings* adaptor £8. Tel: (06973) 42258.

● UK *SFII* boxed with instructions £35 ono. *NHLPA Hockey* (UK) £30. Tel: Dave (0865) 378658.

● *SFII* £30, *Super Star Wars* £30, *Super Mario Land* £20, *Super Soccer* £25. I will also swap them for your games. Tel: (061) 336 6487.

● *Royal Rumble* £40, *Alien³* £40, *Mario Paint* £50, *Bart's Nightmare* £30, *Castlevania* £30, *Zelda II* £30 and more. London area. Tel: (071) 833 5646.

● SNES games: *Zelda* (UK), *Star Wars* (US), *Street Fighter II* (UK). Good prices. Tel: (0590) 679153.

● Bargain offer: *Street Fighter II* for sale – only £20. Tel: Ian (081) 788 5088.

● *Super Probotector* (UK) £30, *Mickey's Magical Quest* (US) £35, *Super Smash TV* (UK) £25, *NHLPA '93* (US) £20, *Rock 'n' Roll Racing* (US) £35. Prices negotiable. Tel: Mark (0742) 669093.

● *Pugsley's Scavenger Hunt* (US) £20, *Pilot Wings* (UK) £25, *Super SWIV* (UK) £25, or swap for *Mortal Kombat* or *SFII Turbo*. Tel: (0473) 281658.

● *Starfox* (UK) £30, *SFII* (UK) £25, *Cybernator* (US) £30, *Contra 3* (US) £30, *Mario* (UK) £20, Universal Adaptor £10. Tel: Nic (081) 462 3060.

● SNES games for sale: *Super NBA* (UK) £30, *Tiny Toons* (UK) £27, *Ranma 1/2* (JAP) £27, *SFII* (UK) £25, *Soul Blazer* (US) £25, *Lemmings* (US) £25. Tel: Daniel (081) 868 8445.

● US SNES games: *Street Fighter II* £30, *Bart's Nightmare* £25, *Super Double Dragon* £25. Also Universal Adaptor £10. Or buy them all for £75. Tel: (0360) 313426.

● Hey! For sale: *Super Bomberman* (JAP), only £29. Also *Starfox* (US) only £29. No swaps. Tel: Nathan (0249) 76389.

● SNES games for sale: *World Class Rugby* (UK), *F1 Roc* (*F1 Exhaust Heat*) (US) £20 each. Also *Mario World* £15, no box or instructions. Tel: (0905) 640608.

● *Super Soccer* (UK) £25, *Street Fighter II* (US), or swap either for *F-Zero* or *Starwing*. Also swap my SN ProPad for normal SNES joypad. Tel: (0342) 715618.

● *SFII* (US) for sale. Boxed with instructions, in mint condition. £25 only. Tel: (0942) 832239.

● Exchange 64 Game Boy carts for JAP Super Famicom. Must be SCART 60Hz, or sell carts for £128 for all. Tel: Chris (0883) 343123.

● *Pilot Wings* (UK) £25 and Super Scope (UK) £25 for sale. Good condition. Tel: (0905) 770950, after 3.20pm.

● *Zelda III, SFII, Smash TV, Spiderman & The X-Men, Super Tennis, WWF* and more, from around £25. Tel: (0900) 826062.

● Loads of excellent SNES games: *Krusty's, Star Wars, Tiny Toons, Desert Strike* (all US), *Axelay, SFII, Contra 3, Lemmings* (all JAP). Make me an offer. Tel: Tom (071) 701 7581, 6pm-9pm.

● US *UN Squadron* £20, US *Super Mario World* (with instructions) £20. Tel: Asif (081) 672 7025.

● SNES games: *Mario World* £15, *SFII* £30, *Starwing*, as new, £35. Tel: Richard (0892) 822798, after 6pm.

● *SFII Turbo* (JAP) £50, boxed with instructions, excellent condition. Tel: (071) 938 2714.

● SNES/Mega Drive games: *Wrestlemania, F-Zero, PitFighter, Castlevania, Axelay, Smash TV, KO Boxing, Thunderspirits, Best Of The Best, Rocketeer, Krusty's, Chuck Rock, Joe & Mac, Sim City, Pilot Wings, Ultraman, Exhaust Heat* and others. £25 and £30. Tel: (0922) 403699.

● US *Star Wars* and *Castlevania IV*, £25 each ono, or swap for most UK games, especially *Mario Kart, NHLPA, Cybernator* or *Pugsley's Scavenger Hunt*. Tel: (0684) 310369.

● SNES games for sale: *Smash TV, Pilot Wings* and *Super Tennis* £20. Buyer must collect. Tel: Craig (061) 436 4613.

● *Probotector* £30, *Prince Of Persia* £35, *Smash TV* £25, *F-Zero* £20. All games boxed with instructions. Great condition. Tel: Lee (061) 643 5473, after 6pm.

● Over 30 games for sale or swap. All in good condition. Also Super Scope for sale. Tel: Paul (0438) 361553.

● SNES *Super Smash TV* (UK). Good condition. £25. Tel: Andrew (0775) 725787.
● Will sell *Fatal Fury* (US), Action Replay and *SFII* for about £95, or will swap for *SFII Turbo* and any other good games. Tel: (05047) 64961.
● For sale: SNES *Mortal Kombat*, complete as new with finishing moves in book. £45. Tel: (0287) 660183.
● UK SNES *Starwing* for sale, Great condition, only been used twice. Sell for £40, or swap with *Mortal Kombat* (UK). Plus you'll get *Ultraman* or *Super Soccer* free, any one of your choice! Tel: Safian (0223) 62260.
● *SFII* £30, *Cybernator* £30, *Batman* £30, *Starfox* £40, *Phalanx* £20, *Super Star Wars* (no box) £25. All US. *Super Aleste* (UK) £25. Tel: (0622) 743003.
● *Spiderman & The X-Men* with instructions and box £25. Tel: Peter (Singapore) 65 787 9062.
● *Mario All Stars* (US), two weeks old, mint cond £35-£40. Tel: Neil (081) 907 4198, after 4pm.
● *Joe & Mac* for sale (PAL) for £20-£25 or swap for *Super Mario Kart* or *Human Grand Prix*. Tel: Joe (Stroud) 753214.
● Why buy *Turbo* when you can have my (unboxed) *SFII* (UK) complete with instructions for just £30 ono? Tel: (021) 472 3999.
● *Zombies* (US) £35, *Street Fighter II* (US) £20. Tel: (0462) 686373.
● *SFII*, boxed with instruction booklet, very good condition, only £25. *Contra 3* boxed with instructions, only £25. Adaptor free with *Contra*. Tel: (0724) 873942.
● UK SNES game *Super Wrestlemania* £35 ono, or swap for good joystick or good game. Tel: (0245) 328031.
● I have *Desert Strike* (UK) and *Joe & Mac* (UK). Will sell for £25. Tel: (0602) 280280.
● JAP *SFII* for sale. Boxed with instructions, just £25. Great value. Will also swap for Action Replay. Tel: (061) 748 1838.
● 11 SNES games for sale, including *Mario 4*, *Alien³*, *Zelda*, *Bomberman*, *SFII*, *Starfox*. £20 each or all 11 for £150 (boxed). Tel: (061) 941 4322.
● SNES Super Scope 6 £40, *SFII* (unboxed) £25. Both UK hardly used. Tel: (0275) 542106.
● US SNES games for sale: *Castlevania*, *Turtles IV*, *Zelda III*, *Ghouls 'n' Ghosts*, £30 each. Tel: (0344) 427824.
● *Cybernator* (UK) £27, *Krusty's Funhouse* (UK) £23, *Super Tennis* (UK) £21, *Super Probotector* (UK) £26, and *Actraiser* (JAP) £20, or swap one of my games for two of your average games. Tel: (0532) 532637.
● *Wrestlemania*, *Rushing Beat Run* and *Final Fight Guy* all with box and instructions. *SFII* with instructions, all under £35. Tel: (081) 202 3762.
● *Alien³* and *Super Star Wars* for sale (both UK) £38 each. Tel: Alex (0525) 379967.
● For sale: SNES games *Fatal Fury* (US) and *SFII* (US) and convertor to play JAP or US games. All for just £80 ono. Tel: (081) 946 6748.
● SNES games for sale: *Starfox* £35 (new), *Zelda III*, *Desert Strike*, *Pugsley's*, *Super Tennis*, *Lemmings*, *Prince Of Persia*, *Bart's Nightmare*, £28. Loads more from £15. Tel: (0226) 750422.
● UK SNES games: *SFII*, *F-Zero*, *UN Squadron*, *Super Aleste*, *Mickey Mouse*, *Lemmings*. Tel: (0491) 572224.

WANTED

● Wanted: Action Replay cart for SNES with instructions. Any condition. Will pay £20. Tel: (081) 556 2991.
● US SNES or JAP Famicom (60Hz). Famicom must have adaptor for US carts, with two control pads and one game (all boxed). I will pay £80. Tel: (081) 398 8611.
● Wanted: JAP anime/manga titles especially *Fist Of The North Star*, *Appleseed*. JAP or English text no big deal. Tel: Len (0562) 824092, after 8pm.
● Super Famicom games wanted. I desperately want *Zelda III* (JAP). Also Game Boy with *Tetris*, *Choplifter 2* and *Mario 1* and *2*. £60 or swap for JAP games. Tel: (0286) 871515.
● Desperately wanted: *Super Tetris 2* in exchange for *Super Star Wars* (US). I have lots of other games to swap. Tel: (0942) 31337.
● US SNES with two pads and about two games. Must be in good condition. Phone for offers (Essex). Also wanted: *Super Play* issues 1 and 3. Tel: Ravi (081) 554 9251.
● Badly wanted: *Ranma 1/2 Part Two* in good condition. Will pay high prices. Please – I'm desperate. Tel: 0224) 867804.
● Wanted: Neo Geo games (PAL UK only). Phone for my best offer. Tel: Mr J Hooper (0227) 274729.
● Wanted badly: Bridge Adaptor for Famicom – US machine. Will pay more if boxed, etc. Tel: (0382) 542507.
● US or JAP *SFII Turbo*. Will pay £30-£40. Must be boxed with instructions. Also (UK) *Mario World* to swap for (US) *Sim City* or (US) *Super Soccer Champ*. Tel: Paul (0789) 488205.

MESSAGES AND EVENTS

● Swap my *Vampire Hunter D* Manga video or *Odin* for any subtitled Jackie Chan films, especially *City Hunter*. Tel: (0234) 841858.
● *Super Play* issues 7, 8, 9, 10, 11, 12, 13 and the sold out number 3 for sale. All in good condition. Tel: Joe or his mum (0709) 550492.
● Anime CDs for sale. *Macross The Complete* (three discs) £45. *Megazone 23 Song Collection* £18. Both in excellent condition. Tel: Peter (071) 226 6275.
● Mags for sale: *Total!* 1-16, *Control* 1-6, *Mean Machines* 14-24, *NMS* 1-4, *N-Force* 2-5, *Super Pro* 1, *Super Action* 1, £1.25 each. £40 the lot, or swap for *Super Tennis*. Tel: Paul (0424) 713679.
● SNES for sale, £300 with *Mario 4*, *Cybernator* and *SFII Turbo*. All boxed with instructions. Tel: (0495) 271076.
● £78 worth of Nintendo magazines for sale, mostly *Total!*. But also *Super XS*, *GamesMaster* and others. Will sell for £20 ono, or swap for SNES game. Tel: Mitin (081) 206 7564.
● *Total!* 1-12, *N-Force* 1-4, *Control* 1 and 2. Whole bundle a bargain at £30 (no separates sold). All mint condition. Tel: (0942) 720102.
● *SFII* SD figures for sale: all 12 *Champion Edition* colours. All for £25. Also *SFII Turbo* for sale. Tel: Alex (0734) 265584, on Mondays.
● Comics for sale. From *Aliens* to *X-Men*. Phone between 9pm and 12pm or 6pm and 10pm for list. Tel: Mark (081) 318 1286.
● *Street Fighter II Turbo* for sale, £45, no less. Tel: Gaby (081) 341 3678, 4.30pm-6pm only.
● Magazines any issue: *Super Play*, *Edge*, *Super Pro*, *NMS*, *Total!*, *Mean Machines*, *CVG*, *Zone* and many more. Best price. Tel: Suhail (0254) 667069.

SWAPS

● Swap my UK SNES *Prince Of Persia* for any good golf game or RPG. Tel: (0555) 894506.
● UK SNES, one pad, three games (including *SFII*) and convertor. Swap for US SNES and one pad. Tel: (081) 741 9381.
● Swap *Desert Strike*, *Final Fight*, *SFII*, *Super Bowling* and others for your good SNES games. Tel: James (0924) 848007.
● Swap SNES with 11 games and Pro Action Replay with Mega Drive and eight games. I want IBM PC 386 or 486 with printer and software. Tel: (081) 368 7486.
● Mega Drive to swap for Super NES. Tel: Craig (0937) 572187.
● I will swap my UK *Super Mario World* or *F-Zero* (boxed with instructions) for your UK *Zelda III* or *Super Probotector*. Tel: (0364) 653720.
● Swap my UK *Starwing* for your (any version) *Super Bomberman*, *Zombies* or *Kikikaikai*. Tel: (0892) 519008.
● I have *SFII* for swap with any decent game. Tel: John (0634) 290556.
● I have *The 7th Saga*. Will swap for *Dungeon Master*, *Inindo* or any newish RPG. Tel: Alan (081) 859 7249.
● Wow! Am I crazy or what? I will swap *Alien³* (Game Boy) for *Mystic Quest* or *Tennis* or sell for £17.50. Tel: Selim (081) 881 8752, 7pm-10pm.
● Swap my *Dragon's Lair* or *Zelda III* for your *Pugsley's Scavenger Hunt*. Tel: (0978) 365439, after 6pm.
● Hey! Want *Alien³* on SNES? Make me an offer! Preferably *Lost Vikings*, *Starwing* or *SFII Turbo*. Tel: (061) 771 2850.
● Swap *Super Star Wars* for *WWF Royal Rumble*. Good condition. Tel: (0704) 895198.
● Sell or swap my Master System 2 with pad and five games for NES with some games. Must include *Mario 1* or *3*. Tel: (041) 771 2850.
● Swap *Mortal Kombat* (still in mint condition) for your *Super Star Wars* (UK/US), or will sell for £50. Tel: Brian (021) 233 4763, after 6pm.
● Swap *WWF1* and *X-Men* (both US) for your game. Offers. Tel: Ben (081) 953 1129, after 5.30pm.
● Swap eight wrestling videos (worth £108) for your UK/US version of *WWF Royal Rumble*. Tel: (0360) 85359.
● Swap *Axelay* for *Out Of This World*. Tel: (0779) 812732.
● Swap my *Axelay*, *Desert Strike*, *Tiny Toons*, *Castlevania*, *Super Aleste*, *Mario World*, *F-Zero* (all UK and boxed with instructions), for any decent UK or US games. Tel: James (0294) 58336.
● Swap my *Mickey Mouse* (US) plus adaptor, *F-Zero* (UK), *Super Ghouls 'n' Ghosts* (UK) or *Pilot Wings* (UK), for your *Ranma 1/2 Part One* or *Two*, *Pop'n Twinbee* (JAP/US/UK), or *UN Squadron* (JAP/US/UK). Tel: Tony (0268) 270859.
● SNES games to swap/sell: *Star Wars* (UK), *D Strike* (US), *Royal Rumble* (UK), *Mario Kart* (UK), *SFII* (UK), for: *Striker*, *Irem Skins*, *Mortal Kombat* or any other good games. Tel: Martin (0244) 373682.
● Action Replay for sale £20 ono, or swap for *SWIV* (UK), *Alien³* (UK/US), *Tetris 2* or other games considered. Tel: Daniel (0625) 434260.
● Swap: *Top Gear*, *Mickey Mouse*, *Mario Kart*, *Final Fight*, *Kick Off*, *SFII*, *Super Tennis*, *Mortal Kombat*, *SFII Turbo*, Action Replay for *Sunset Riders*, *Starfox* (JAP/US), or any decent games. I will pay £25-£30 for *Sunset Riders*. Tel: (0582) 455461.
● Swap my *Alien³* and *Super R-Type* for *Mortal Kombat*, *Batman Returns*, *Bubsy*, *Striker* or *NHLPA Hockey*. Must be boxed with instructions. Tel: (Dunfries) 610582.
● Swap my SNES with *Mario Kart*, *Axelay*, *Starwing*, *Smash TV*, *SFII Turbo* and Action Replay for a Neo Geo. Tel: Paul (0946) 832348.
● Swap my *Populous* (unboxed), *Mario 4* (unboxed), *Another World* (boxed) and *Sim City* (boxed), for your Mega Drive with either one great game or one joystick. And I will throw in three – yes three – tips books. Tel: (081) 653 8559.
● Swap UK *WWF* and UK *F-Zero* for *Super Bomberman* or *NHLPA Hockey*. One of yours for my two. Also *Joe & Mac*. No JAP games, US ones accepted. Tel: (0322) 667622.
● Swap SNES US *Spiderman* cart for any US or UK SNES cart or Action Replay. Tel: (0293) 775062.
● Swap my UK SNES with convertor, two joypads and six games: *Alien³*, *Batman*, *Contra*, *Cybernator*, *Hook* and *Mario*, for PAL Neo Geo and games. Tel: (0753) 853270.
● Swap *Dragon's Lair* (UK), *Super Mario World* (UK) for *Tiny Toons* (UK), *Striker* (UK), or any other games, especially football ones. Tel: (0484) 861317.
● Swap my *Tiny Toons* and *Pilot Wings* for *Super Bomberman* with Multitap, two extra controls and connector (if not UK version). Tel: (0723) 859841.
● I have *Castlevania IV* (UK) and *King Arthur's World* (UK) and will swap either of them for *Bart's Nightmare* (UK) or *Smash TV*. Tel: (0256) 702996.
● Swap boxed SNES, 10 games, Action Replay plus boxed Mega Drive, eight games, Turbo pad, boxed Arcade Power stick for any IBM PC with software. Tel: (081) 368 7486.
● Swap 10 Amstrad CPC games (cass/disk) for Game Boy game or 20 for a SNES game. Tel: (0342) 715618.
● Swap my *Joe & Mac* for *Street Fighter II* or any other decent games. Tel: (0280) 703713.
● I want to swap my *Super Soccer* (UK) and *Super R-Type* for *Batman Returns* and *Super Star Wars* or *Tiny Toons* UK PAL version. Tel: (021) 477 7288, after 6pm.
● Swap my *Starwing* (UK) or *F-Zero* and *Gradius 3* for *Shadowrun* or *Mortal Kombat*. Tel: Ming (0604) 411224.
● Swap my UK SNES, two controllers, UK *SFII*, *SMW*, *Mario Kart*, all boxed, for Amiga 1200. Also MAC LC for sale, £600. Tel: Ken (0670) 825510.
● My *SFII*, *Mario World* or *Super Wrestlemania* (all UK) for your *Star Wars* (UK) or sell *SFII* for £25, *Mario* for £15.20, or *Wrestlemania* for £10.15. Tel: Asif (0442) 235260.
● I will swap (JAP) *Axelay* for (US) *Legend Of The Mystical Ninja*, Pro Action Replay, (JAP/US) *Pop'n Twinbee*, or (US) *Final Fantasy 2* (not *Mystic Quest*). Tel: (0823) 278306.
● Swap my (UK) *Pilot Wings* for *Addams Family*, *Bart's Nightmare*, *Top Gear*, *PGA Golf*, *SFII*, *Prince Of Persia*, *Striker*, *Final Fight* or *Desert Strike*. Tel: (0773) 826844.
● Swap *Axelay* (UK), *Ghouls 'n' Ghosts* (UK), *UN Squadron* (UK), *Smash TV* (UK) for *Castlevania* (UK/US), *Parodius* (UK/US) or *Top Gear* (UK/US). Tel: (0606) 851798.
● I will swap my *F-Zero* (UK) for *Mickey's Magical Quest* or *Tiny Toons*. Other games considered. Or sell for £35. *Sonic 2* (Master System) for sale. Tel: (0274) 668834.
● Swap *Super Adventure Island*, *F1 Exhaust* and *Super Mario World* for good games. All games UK. Tel: Ben (0252) 890093.
● Swap my *Prince Of Persia* (UK) for *Cybernator*, *Parodius*, or will consider any other good game. All UK and boxed with instructions please. Tel: (0858) 467512.
● I will swap *Spiderman & The X-Men* for any other decent game (JAP/US/US), preferably *Mickey Mouse* or *Battletoads*. Must be able to collect. Tel: (0224) 874736.
● Swap *Pilot Wings* (UK) or *SFII* (UK) for *Bulls vs Blazers* (UK), *Mortal Kombat* (UK), *Super Bomberman*, *Super NBA Basketball* or *Royal Rumble*. Tel: Jamie (0592) 755585.
● I have *Sim City*, *Tiny Toons*, *Addams Family 1*, *Mario World* (all UK). Will swap for UK *SFII*, *Mickey Mouse*, *Royal Rumble* or *Desert Strike*. Tel: David (0738) 87461.
● *Super Probotector* to swap for *Super Smash TV* (UK) or *PGA Tour Golf* (UK), *Super R-Type* (UK). Tel: (081) 947 7870, after 6.30pm.
● I will swap *SFII* (US) for *Cybernator*, *Mystical Ninja* or *Prince Of Persia* (US/UK please). Other games considered, or sell for £35. Tel: Kev (041) 775 2920.
● I will swap *NHLPA Hockey '93* for *Striker*, *Star Wars*, *Alien³*, *Royal Rumble*. Tel: (0798) 43422.
● Eight US SNES games to swap. I'm after *Sim City*, *Super Soccer Champ*, *Parodius*, *Space Megaforce*, *WWFII*, *Star Wars*, *Final Fight 2* and *Axelay*, US versions. Tel: Paul (0789) 488205.
● Swap my *Alien³* (UK) for your *Pebble Beach Golf* (US/UK) or *Wailalae Country Club* (US), or sell for £35. Tel: (0772) 684537.
● Swap my UK SNES boxed with instructions, six games (*SFII*, *Zelda III*, *Sim City*, *Alien³*, *Cybernator* and *Striker*), for your SNK Neo Geo with PSU, leads, joystick, etc and at least one game in good condition. Tel: James (0432) 760958.
● Swap my *NHLPA Hockey '93* (UK) for your *Mickey's Magical Quest* or *Bart's Nightmare*. Must be in Hertfordshire area. Tel: Dave (0707) 324090.
● Swap my *Mickey's Magical Quest* or *Starwing* for *Lemmings* or any good games. Tel: Mike (081) 646 6791, after 4pm.
● I will swap *Castlevania IV* and *Dragon's Lair* for *Super Mario All Stars*, or sell both for £50. Tel: (0709) 873718.
● I have *Tiny Toons*, *Dragon's Lair*, *Desert Strike*, *SFII* and *Turtles*. I want to swap for *Star Wars*, *Nigel Mansell*, *Royal Rumble* or *Pebble Beach* Golf. Tel: Graeme (0360) 85359.
● I want to swap *King Of The Monsters* (US) or *WWF* (UK) for *Super Tennis* and would sell *Street Fighter II* (UK) for £40. Tel: (081) 880 3266.
● *Striker*, (US) *Super NBA* (*Tecmo*) to swap for *Super Bomberman*, *Rock 'n' Roll Racing* (UK/US). Tel: Roy (0932) 569608.
● *Kikikaikai* (JAP) and *Zelda III* (US) for swap. Will accept *Bomberman*, *Mystical Ninja*, *Tetris 2*, *King Arthur's*, *Bubsy*, or *Shadowrun*. Offers considered. Tel: Phill (05395) 32260, after 6pm.
● Swap *Exhaust Heat*, *SFII*, *Super Kick Off* and a (JAP/US/*Starfox*) convertor, for any three of: *Mario Kart*, *Lemmings*, *Final Fight*, *Ranma* (either one). Tel: (0742) 640111.

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(SUPER PLAY 16)

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SUBS

NEKO IN LOVE

Neko had a pretty bad time of it last year. But this year *Super Play* has resolved to be a lot more caring. We've even introduced Neko to a lovely lady. Nothing can go wrong...

Valentine's Day is on 14 February (in case you'd forgotten), and Neko's in love. It was pure chance that we invited both Neko and, er, Gloria to that intimate dinner party. They got on like a house on fire, and now Neko is smitten with his gorgeous girlfriend. He takes her everywhere, kisses her and talks to her constantly.

What has this got to do with you, reader? Well it's simple. When Neko pauses in his cuddling of Gloria, we've noticed she tends to float upwards. So there's a nasty rumour suggesting that Gloria might not be real, but might in fact be filled with helium.

And unless you subscribe to *Super Play* we're going to creep up on Neko and Gloria while they're smooching, and test the theory.

With a pin.

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SCRIBE!

If you want great value for money, then get hold of a *Super Play* subscription...

I can't let you burst Gloria, and destroy the only thing that Neko's ever loved, so I'm subscribing *right now*!

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NEXT MONTH IN SUPER PLAY

Tip top tips to *Turtles* and sensational *Shadowrun* solutions. Probably.

TIPS

Fed up with ordinary germs? Can your tips section wipe out even the toughest uncontrollable, bog roll-stealing Labradors? No? Then read *Super Play*'s tips section. *Turtles Tournament Fighters* gets the full *Super Play* treatment, including waxing, valeting and cleaning even up under the rim.

Our guide kills all known Shredders. With airbag now included.

We washed one *Shadowrun* in ordinary big-box powder and the other in *Super Play*'s Color Tips Section™. The results speak for themselves. The big box *Shadowrun* failed to load afterwards, but the *Super Play* version was washed whiter than white, with apple-scented soft lemon April freshness.

***Super Play*™. Ninteresting, Ninevitable, Ninconsequential.**

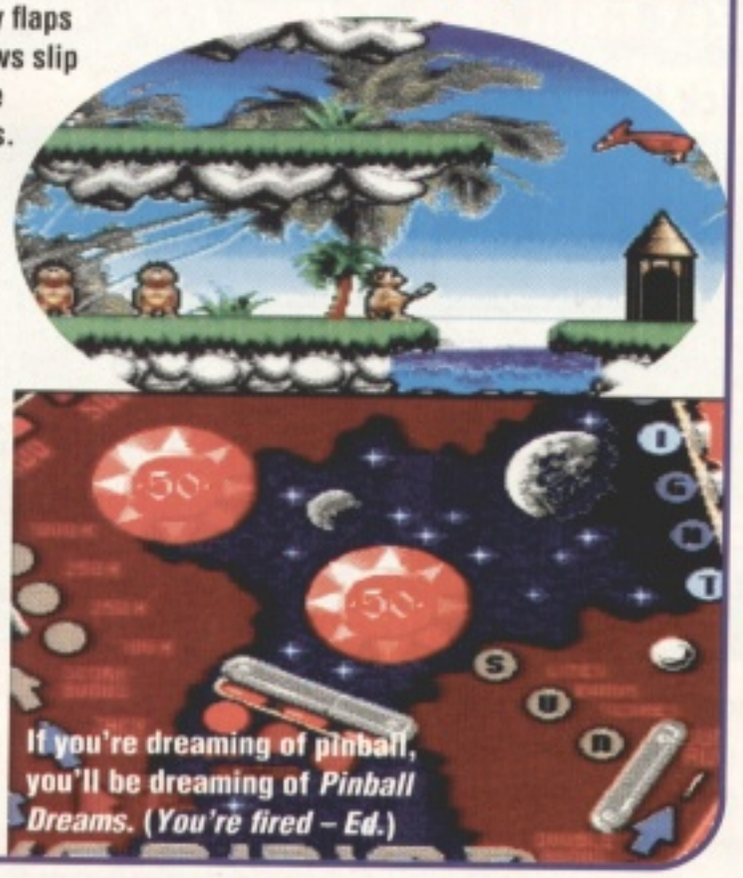
REVIEWS

The software world seems to conform to the Chaos theory. If a butterfly flaps its wings in Japan, all our reviews slip by a month. So in issue 17 we're going to Japan to hunt butterflies.

Don't hold out much hope for:

- ***Humans***. Like *Lemmings*, only with, er, people instead.
- ***Pinball Dreams***. Like pinball, only with, um, a SNES instead of a big table in a pub.
- ***Jim Power***. Like *Amiga Power*, but with a clear direction.
- ***NBA Jam***. Like raspberry jam, but without all the gore.
- ***Spectre***. Like *Battlezone*, *Encounter* and *Ballblazer*, but... well, exactly like all of those actually, but a bit purple.
- Lots of other games, hot-off-the-plane from Japan and the US.

'A lemming by any other name...'



If you're dreaming of pinball, you'll be dreaming of *Pinball Dreams*. (You're fired – Ed.)

MUSIC OF LIFE!

Who can honestly say that they haven't danced merrily to the *Mario Compact Disco*, featuring the Ambassadors of Funk and, of course, the illin' MC Mario himself?

In Japan spin-off game music is a massive business, worth millions of yen. And it's starting to build up here, too. So, in a world exclusive interview, we talk to the guys at Music of Life, the composers and master mixers of the *Mario* compact disc. Yes, we promise to blow the lid off the sell-through game music world!

JAPANESE CORPORATIONS

Sony, JVC, Vic Tokai, Marubeni and Namco are all big video games publishers. But they have all entered the software market relatively recently.

Our interest aroused, *Super Play* decided to probe these mega-corps to find out the extent of their massive empires, and how their investment into the games industry will affect you. It'll be completely great.

ISSUE 17 OF SUPER PLAY will scream onto the shelves on Thursday, 3 February. Get it before it goes. Better still, subscribe to the flippin' thing!

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Dear newsagent, please reserve/deliver* my copy of *Super Play* for me every month. Cheers!

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SUPER QUIZ ANSWERS

SUPER QUIZ ANSWERS

A bit of a weird quiz this month, don't you think? That's because we've been watching repeats of *Animal Magic* on our video.

EASY

1. They're both called Cammy.
2. He's in America somewhere, launching *PC Gamer*.
3. Nine.

MEDIUM

1. Three.
2. *Irem Skins Game*.
3. Yes. Actually they are.

HARD

1. Everything. All the characters that appear in the game don't appear in the anime version!
2. A dragon (with a gun).
3. A tiger (with a 87mm recoil-less rifle or something).

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Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainer is even better with improved game cracking routines plus new menu systems which make cracking open your games now even easier.

NEW

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Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

NEW

UNIVERSAL ADAPTOR FEATURE

Action Replays unique adaptor feature which allows you to play even import titles on your console has also been improved. Now with the use of new custom chips you can also play so called "NTSC only" games from the US and Japan.

NEW

NEW SLO MO FEATURE

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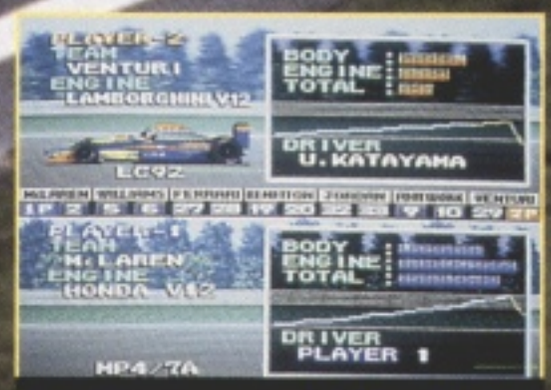

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